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- EARNEST EVANS CD-ROM
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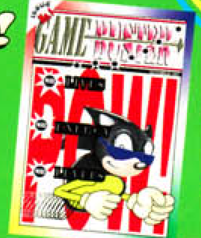

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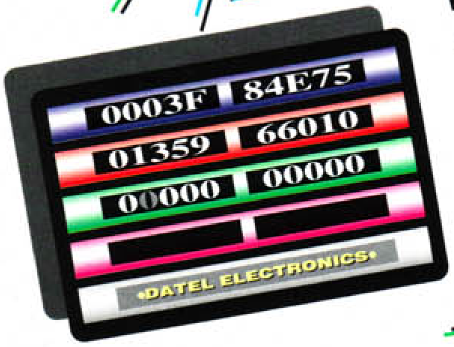

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● THE HYPER TECHNIQUE LINE!

ON LINE FOUR Fear not adventurer, for the Hyper Technique Line is here! Stuffed to its very sizeable brim with cheats and tips for the all the latest games, it's your chance to get a load of the stuff we'll be printing in the next issue's Technique Zone - more than a month early! So what are you waiting for?

Calls are charged at 36p per minute off peak, and 48p per minute at peak times.If you're under 18 make sure you OK things with whoever pays the 'phone bill before you call. Thank you so much.

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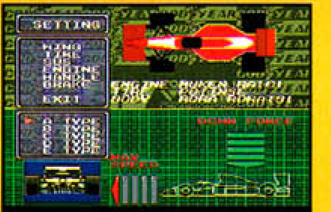
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Six pages crammed with mini-reviews of all the top games plus the ones you should avoid.

! NEWS

FRESH FROM THE CHIP SHOP...

...Sega's Next Batch Of Official Releases Previewed!

Gah! Just as MegaTech went to press, who should turn up at the front door but the special top secret Sega courier. From his armoured, fire-proof motorcycle pannier he produced the chips for four of Sega's next official releases... BUT they were too late to make it into the reviews section of this issue. AIEE!

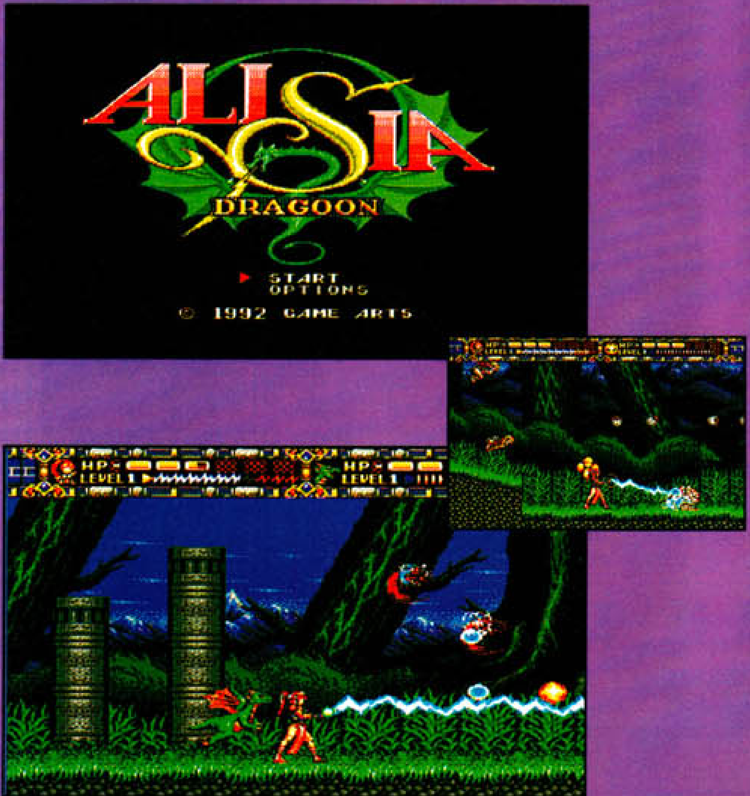
Still, "it's not a problem, it's an opportunity", as we're taught to say round these parts. So we decided it was an opportunity to display the charms of these games in preview form, and make you drool for the full appraisal in the next issue of MegaTech. By the way, as we write Sega have not finalised prices or release dates for any of these so please take the dates given as a rough indication.

ALISIA DRAGOON 8 MEGABIT RELEASE: APRIL

Odd name, eh? The Alisia of the title is a luvly warrior lady on a mystical mission through horizontally-scrolling territory which is seething with odious monsters and stuff.

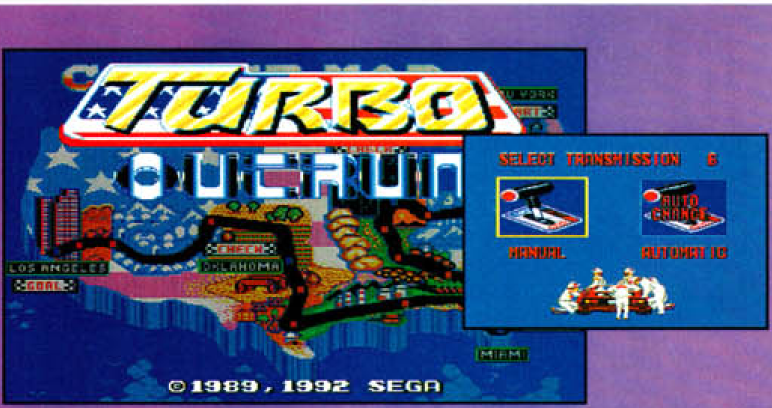
Luckily for her, Alisia is empowered with the ability to cast foe-frying lightning bolts from her fingertips, and she can also enlist the help of one of four mystical beasts (including a miniature dragon – that's where the Dragoon bit comes in) which follow her on her quest, attacking the occasional baddy and affording a bit of protection every now and then.

After a brief play Alisia Dragoon seemed to be getting the thumbs up, thanks to its smart graphics and slightly unusual gameplay. We'll be going into more detail with the definitive review next month.



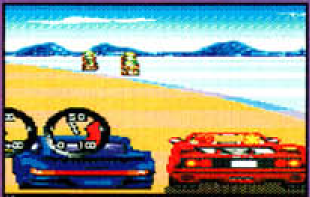
ZAP! I HOPE SHE'S GROUNDED AND HAS PUT A FEW FIFTIES IN THE METER. HER LIGHTENING WEAPON WORKS IN THE SAME WAY AS THE SUPER BEAM IN TURRICAN.

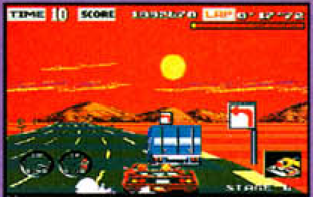
TURBO OUT RUN
4 MEGABIT CARTRIDGE
RELEASE: MARCH



This coin-op was Sega's follow-up to that top coin-earner, Out Run, and put the player in the driving seat of a Ferrari F40 on a road race from New York to Los Angeles. The objective is simply to get to LA as quickly as possible, passing through a series of checkpoints in a limited period of time. Crashing once too often results in the end of the race and the departure of your girlfriend to the arms of your Porsche-driving arch-rival!

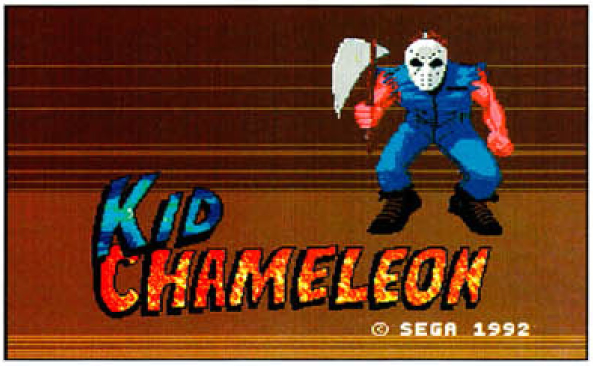
While the Megadrive conversion of the original looked good, it left a bit to be desired as far as the gameplay was concerned, and this long-awaited is something of a disappointment too. The stages are much, much shorter than the coin-op's and the graphics are rather poor. Still, let's not say too much until Turbo Out Run gets the full treatment next month.


KICK IN YOUR TURBO TO AVOID THOSE NARROW SQUEAKS.



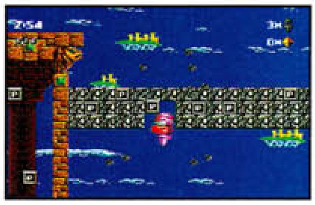
NEW LEVELS, MORE CARS AND GIRLY BY YOUR SIDE.

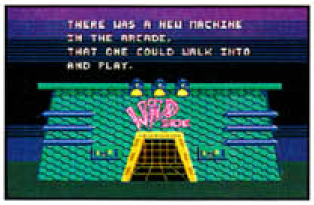
KID CHAMELEON
8 MEGABIT
RELEASE: MAY



Another unusual title, this platform game is set in an evil virtual reality arcade which is sucking players into its alternate universe from whence they never return. Only one player is good enough to take on the games at their own... er... game, and he is Kid Chameleon, so-called because he can take on a different appearance when he puts on one of the many magic helmets, which are hidden in blocks in the landscape. Each helmet bestows different abilities on Kid, turning him into (amongst others) a knight, a Samurai warrior, a Panzer tank commander (complete with tank!) and a speedy Mercury-type who can fly around the screen, busting blocks in his whirlwind form.

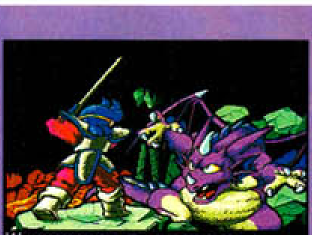
It might not look spectacular, but Kid Chameleon has hidden depths which we'll be uncovering next month.



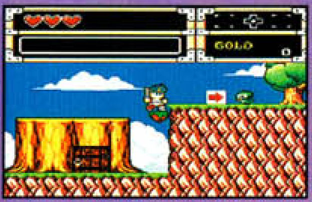

THERE WAS A NEW MACHINE
IN THE ARCADE,
THAT ONE COULD WALK INTO
AND PLAY.

WONDER BOY IN MONSTER WORLD
6 MEGABIT
RELEASE: APRIL

Sega's stock hero returns in this jolly arcade adventure which sees him freeing Monster World from chirping hordes of cute, but nonetheless dangerous, monsters. Armed with his mystical sword and whatever goodies he can grab on the journey, Shion (who is he whom they call Wonder Boy) has to traverse many lands, consult with many fairies and solve many puzzles on his route to heroism.


WHAT POSSIBLE EVIL COULD THESE CUTE, INEFFECTUAL SEEMING, MONSTERS WRACK?

Fortunately, the player doesn't have to cover six megabits worth of landscape all in one go because Wonder Boy in Monster Land is equipped with a handy battery-backed game-save feature. Just pop into the nearest inn and for a mere ten golden groats your progress is stored while Shion replenishes his energy with a quick doze.



True, it's disgustingly cute, but from what we've already seen, Wonderboy in Monster World is good solid arcade adventuring stuff. By next month we'll have the full story.

MEGA-CD IMPORTS OUSTED

16-BIT
SEGA
MEGA-CD

Sega are attempting to stamp out grey imports once and for all, starting with the Mega-CD. The machine will come in five different configurations, one for each foreign market, with each one carrying a different protection chip. What this means is that UK Mega-CD's will only be compatible with UK Megadrives and UK software. So if you were thinking of buying an imported Mega-CD unit, bear in mind that it will only ever be able to play Japanese games.

Although there is still no firm release date, the Mega-CD looks set for a late October launch to coincide with the winter sales period. There will be 12-15 titles available to begin with, retailing at the same price as cartridges.

AT LAST... THE GIGADRIVE?

Sega have owned up that they are working on the Megadrive's successor. A spokesman in the USA said that the new console (unofficially dubbed "the Gigadrive") will be optical based (ie will use CDs), and will be compatible with existing Megadrive cartridges and CDs.

Sprite scaling a go go in Arabian Fight, Sega's latest System 32 game.

The spokesman refused to confirm or deny that it would be a 32-bit machine, but this seems very likely, and hopes are high that the machine will incorporate many of the sprite manipulation features of Sega's System 32 arcade technology used in the Spiderman and Arabian Fight coin-ops.

JVC are to be assisting Sega in developing the machine and although there is no scheduled release date, the Gigadrive is unlikely to see the light of day before the end of next year. If we do get any more info be assured we will share it with you as soon as possible in these pages.

MIRRORSOFT SAVED

Speedball, it's future is more certain than it's release date.

Unless you've been living in a bedouin camel-skin tent in the middle of the Sahara for the last six months, you can't fail to have heard about the trouble hitting what's left of the Maxwell empire. Latest to fall under the Official Receiver's axe is Mirrorsoft, which ceased trading just before Christmas.

Fortunately for Megadrive owners, US software house Acclaim have stepped in to acquire Mirrorsoft's Megadrive titles, namely Back To The Future III, Xenon II, Speedball 2, Aliens 3 and Predator 2. Unfortunately, as we go to press, Acclaim are unsure as to which of these they will be able to release and when, because of the changes in licensing agreements. As soon as we know, we'll tell you.

ELECTRONIC ANTS

It ant what you do it's the way that you do it (groan).

What would you do if you were stranded in a desert confronted by a 50 foot long ant? Strange, but that's the background for It Came From The Desert, Electronic Arts' conversion of the Amiga B-movie classic.

The game is based on the classic 1950's B-movies such as Plan 9 From Outer Space and The Blob. It's designed to be as film-like as possible, with large graphics and sit-back-and-watch sequences. The plot centres around a small, middle of nowhere, American town which is under attack from giant ants.

The original game was programmed by US software house, Cinemaware, who went bust during 1991. It was a massive hit on the Amiga and ST, and there was even talk of it going onto CD where actors and actresses would be digitised for the main characters. Could this mean...? Mega-CD? Eventually? Maybe?

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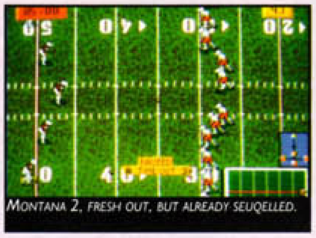
Each month we will be holding the Electronic Arts Spot The Shot Challenge, in which we print a bizarre snippet from a Megadrive game shot, and Electronic Arts give away one of their top Megadrive titles to ten screenshot-identifying MegaTech readers. If you want to be one of those ten, just "Spot that shot" and use your Megadrive knowledge to "Name that game"! Eeeeeasy.

Write your answer on a postcard or the back of a sealed envelope, along with your name, address and choice of game (should you win) and send it to The Electronic Arts Spot The Shot Challenge (March), MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. We'll be drawing the winners on March 27th, so get your entries in by then or risk losing utterly.

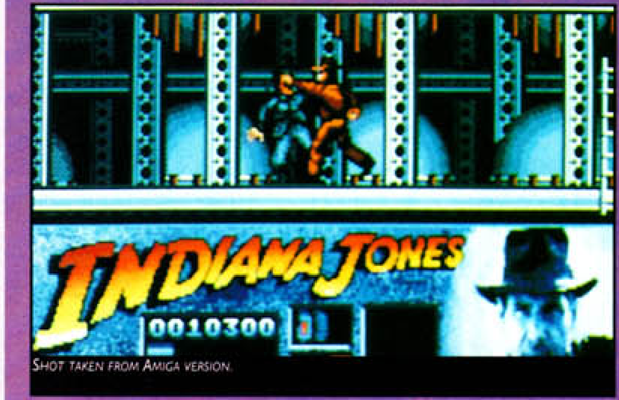
JOE'S BACK



Montana 2, fresh out, but already seuqelled.

Yes, Joe Montana 2 has only been on the shelves for a few weeks and we hear three's already in production. What next? Well for a start the control system will probably be changed, the graphics improved, and, as for the sound, well, how can they improve that?

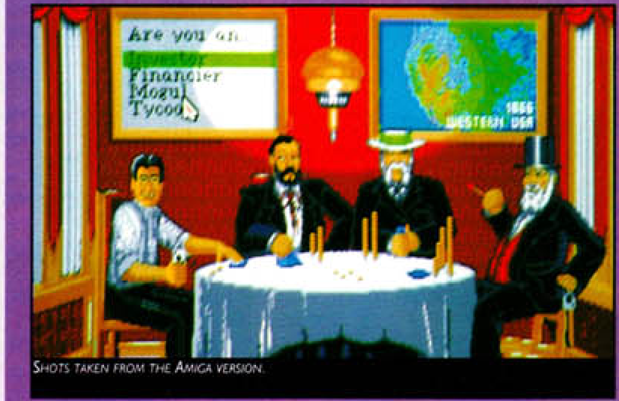
INDY CRUSADES ONTO MEGADRIVE



Shot taken from Amiga version.

Indiana Jones is set to make his Megadrive debut in a conversion of The Last Crusade, courtesy of US Gold. It's going to be an arcade adventure based around scenes in the movie, where Indy battles Nazi's, thieves and assassins in his quest to find the holy Grail. It all culminates in a rather large temple where he has to pass the tests of faith before claiming his prize and saving the world from the Nazi menace. The game received mixed reviews on the computer formats, but we'll just have to wait 'till July to find out what the Megadrive one looks like.

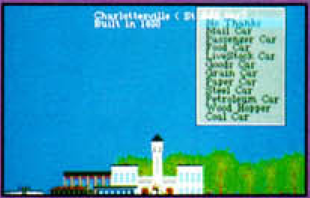
ALL ABOARD!

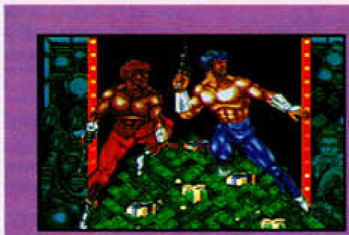


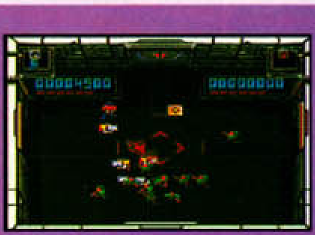
Shots taken from the Amiga version.

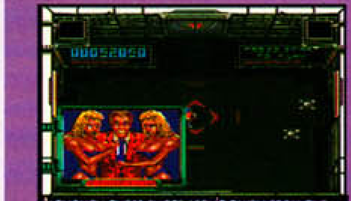
Microprose are converting their 'adult' train sim to the Megadrive. Railroad Tycoon takes you back to the pioneering days of the great railways and let's you set up your business in Europe, England, East and West USA. You start off with enough cash to build a couple of stations, a train and lay a few miles of track and it's down to you to spot where the business is, and have your trains transport goods and people from town to town. You're not alone though, computer players try to thwart you efforts by taking profitable routes and buying shares in you company. It's a bit like Hornby meets Sim City and damn good fun it is too.

The game scooped loads of awards on the PC, Amiga and ST, and deservedly so. We wait with bated breath for this conversion which should be steaming our way later this year.

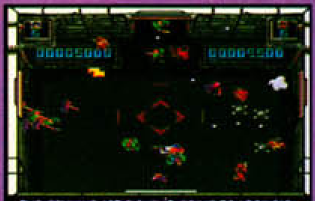








ALTHOUGH THESE SHOTS AREN'T TAKEN FROM THE MEGADRIVE VERSION...



...THE GENUINE ARTICLE ISN'T GOING TO LOOK FAR OFF.

SMASH IT UP

Acclaim are bringing Smash TV, the ultimate video gameshow, to a Megadrive near you. In this conversion of the hit Williams coin-op the contestant's objective is to stay alive while negotiating a maze of studios packed to the brim with prizes, nasties and extra weapons.

Among the coin-op's many features was its lack of fire buttons, strange on a game which is packed full of heavy-duty shooting action. Instead there were two joysticks, one of which steered the contestant, while the other aimed his gun. How this will be translated onto the Megadrive remains to be seen, but having seen Acclaim's Super Famicom conversion, hopes are high for some top quality destruction thrills from the Megadrive game. Look out for this cart in the autumn.

US GOLD – ON THE JAAAZZZZ

Can you believe it? Three years after Hannibal, Murdoch, B. A. and Face had their series scrapped from underneath them, the A-Team return. US Gold are the company responsible for revamping them. So if you have a problem, and you know where to find them, you can hire the A-Team (around about August that is).

WILLMAA!

After 30 years of cave-type TV frolics, Fred Flintstone and co are finally coming to the Megadrive. Taito are releasing the game this September in the US, although there is no fixed UK release date.

The Flintstone movie is supposedly in production at the moment, with John Goodman of Arachnophobia and Roseanne fame in the lead role. Will this provide the background for the game? We're just going to have to wait and see...

FORE!

US Gold are adding to the Megadrive's collection of golf sims with an updated version of their classic, Leaderboard. It has all the usual features such as tons of clubs, hook, slice and wind effects (phwerp).

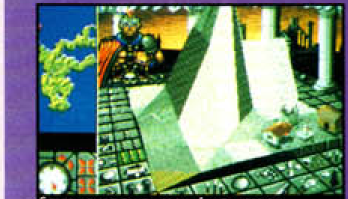
However, it has to be said that a lot of water has passed under the clubhouse since the Leaderboard series first appeared back in 1985, and now PGA Tour Golf and Arnold Palmer's Tournament are the competition. USG are going to have to make some series modifications to their game if it's to take the trophy. More news on this next ish.

SONIC BOOMS AGAIN

It's definite, Sonic The Hedgehog will be returning to the Megadrive later this year. Details about the game are currently residing in Sega's 'closely guarded secrets' cabinet, and they're letting nothing slip. However, there's all sorts of speculation that it will appear on CD as well as cartridge, and that it will feature some role-playing elements as well as the usual platform gameplay.

Don't hold your breath though, the game isn't due for release until December this year, making it odds-on to take the number one slot in the Megadrive Chrimble charts.

POWERMONGER ON THE MARCH


SCREEN SHOT TAKEN FROM AMIGA VERSION

Powermonger, EA's highly successful follow-up to Populous, is coming to the Megadrive this summer. It uses similar isometric graphics and gameplay to the original game, only this time you play a military general rather than an all-powerful god.

Your objective is to conquer a series of lands by building up your army, recruiting other generals and inventing new weapons. Keeping your armies on the march is usually a matter of pillaging villages, slaughtering local wildlife and generally keeping the populace under your despotic thumb. Who said a general's lot was a moralistic one?

SHOWTIME!

The Consumer Electronic Show in Las Vegas passed off in January with a fair old whack of Megadrive action. Here are just a few of the more interesting titles scheduled for US release this year.

● Terminator 2. Arnie's back in a film conversion from Flying Edge, which could very well appear officially over here before the year's out.

● Lord Of The Rings. Episode one Electronics Arts' part-work adaptation of the Tolkien trilogy, should be the same as the other home computer versions.

● Super Shinobi 2. Joe Mushashi returns. Sega's Shinobi follow-up is due out in the UK this May.

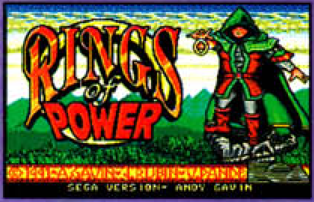
● Krusty's Fun House. Clowning around in the Simpson's spin-off from Flying Edge.

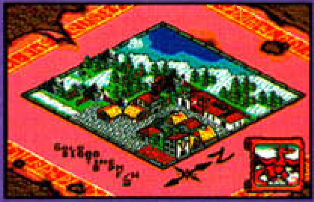
● Jeopardy. Gametek bring this 'classic' American gameshow to the Megadrive later this year.

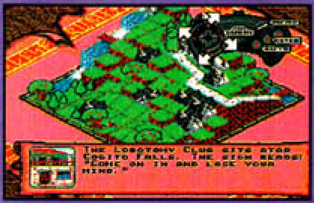
● American Gladiators. Fans of late-night TV will know this. Gametek are responsible for bringing the real-life variant of the Running Man to your Megadrive later this year.

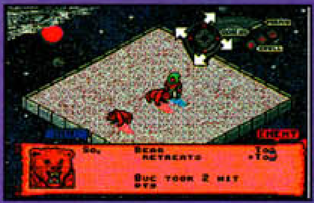
● Batman: Return Of The Joker. Sunsoft bring the caped crusader back for his second Megadrive outing, which is due over here in September.

THE TAXMAN COMETH






THE LOBOTOMY CLUB SITS ATOP COCITO FALLS. THE SIGN READS: "COME ON IN AND LOSE YOUR MIND."

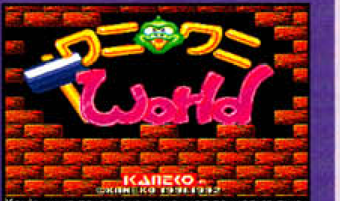


Let's face it. You can't have a good fantasy RPG without a magic ring in the plot somewhere. Rings of Power, as the title suggests has magic rings in abundance – six in fact – which have been manufactured by "The Dark One". The object of the game is to lead six powerful magicians around a Populous-graphics landscape of towns, forests and deserts, to recover the jewellery from the nefarious do-badders who are wearing them.

To make the journey easier, there are six different modes of transport, including dragons, dinosaur rides and teleporters. At the same time, to make the journey more difficult, there are loads of monsters and stuff to hack up or fireball to cinders. Deadlier than any creature, though, are the tax men. These evil, twisted, horrid creatures appear from time to time to collect money from you or dole out a rather nasty kicking should you refuse to pay. A bit like the real thing, really.

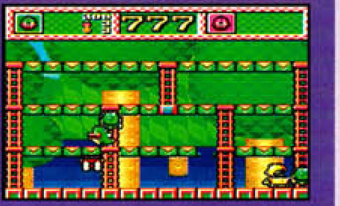
Full review next issue.

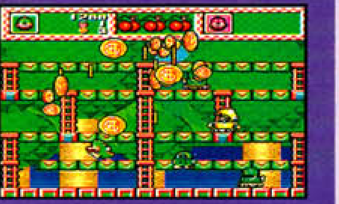
IT'S A WANI-FUL WORLD

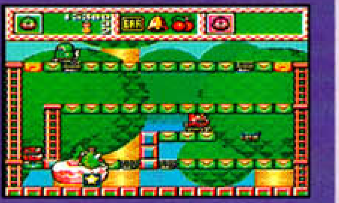


YOU'D HAVE TO COLOUR-BLIND NOT TO NOTICE THIS GAME.

Currently on import is Wani Wani World, a bizarre mixture of Space Panic, Bubble Bobble and Fantasy Zone. The object is simply to clear the screen of all enemy life forms, by smacking great big holes in the platforms, then bashing the creatures through them. The graphics are major cute, making games like Parasol Stars and Rainbow Islands look positively hard-edged, the colour is like something out of a chameleon's worst nightmare, and the bosses look like extras from Eurodisney. There's also a two-player mode, truck loads of bonuses and everything else you'd expect to find in this kind of cute game.







Unfortunately there just wasn't enough room to fit the review in this month, so you're just going to have to buy the next issue to find out if it plays as good as it looks.

GAME GENIE IN TIME FOR CHRISTMAS

Bad news for all you cheating gits who were looking forward to the Megadrive Game Genie. The cartridge, which lets players equip themselves with infinite lives, invincibility, etc in their favourite games, will not now be released in the UK until the end of this year.

However, the widget (developed, incidentally, in Britain by Codemasters who will also be selling it over here) will be available in the USA much sooner, so it seems likely that importers will be flogging them off by the summer.

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MEGAMAIL

Cue the drums. The post office have got their act together since Christmas and we've been swamped with mail. Now, in black ink on white paper, are the letters pages that pull no punches and hold no water. To contribute your sratchings you can reach us at:

MEGAMAIL,
MEGATECH,
Priory Court,
30-32 Farringdon Lane, London,
EC1R 3AU.

Word to your momma and all that jazz.

COLOUR COORDINATED

Dear MegaTech

I have a few questions about the Megadrive to ask you.

1 Will the Mega-CD give the Megadrive more colours? Last month you said the PC version of Rise of the Dragon used 256 colours, surely this means the Mega-CD version will look poor by comparison.

2 Will there be PAL versions of Speedball 2 and Rolling Thunder 2?

3 Are there going to be feature length games on the Mega-CD?

4 Do you know if Guest will be coming out for the Mega-CD?

5 Is there going to be Mega-CD disk drive?

6 Will there be a cartridge or CD game of that utterly amazing film Akira?

Keep up the good work, it's good to see a mag devoted to the wonder machine.

Frank Smith, Lanarkshire

1. Sorry, Rise of the Dragon will have to make do with the normal Megadrive palette, though this shouldn't affect the gameplay.

2. Yes, Speedball 2 will be out soon, and no, there's no sign as yet of a PAL version of RT2

3. What the heck is a feature length game? If you mean movie-style, Rise of the Dragon falls into that category.

4. We certainly haven't heard anything about Guest being released on the Mega-CD.

5. There was talk of an official Sega disk drive for the Megadrive a couple of years ago but that project was shelved, so If one does appear, chances are it won't be an official product.

6. We very much doubt it. A Nintendo Akira game was released in Japan, but it seems highly unlikely that a Megadrive version of the same game will ever make it to Europe (unless the movie makes the jump from Cult Classic to Gigantic Video Megahit).

BREEDING HELL

Dear MegaTech

I played Alien Breed on a friend's Amiga a few days ago and think it's excellent! Anyway, I own a Megadrive and want to know when this game is coming out on it?

Ben Griffiths, Northumberland

Sorry Ben, Alien Breed was definitely Amiga only and it doesn't look as though it will ever come out on the Megadrive. We can only suggest to your mate that he starts charging an entry fee at his house to stop you pestering him for a game.

GEARED UP

Dear MegaTech

My friend Tristan reckons that the Sega Game Gear is better than the Megadrive. Could you put him right please?

Carl Bown, Bournemouth

Why do you associate with this sort of person Carl? The only thing that puts the Game Gear ahead of the Megadrive is it's ability to be played on the move. Its graphics, sounds and processing power are of Master System proportions.

NOT A TIP

Dear MegaTech

Here's a tip, or maybe it isn't, but it seems to work for me.

We all know what a downer it is to get real far and do real well on a challenging blaster like Hellfire, only to get wiped out by a gigantic boss. Well, try getting your mate (or your missus) to keep pressing the pause button in a stammering manner, thus creating the illusion of the game being in slow motion, making all that dodging and weaving a lot less nerve-racking.

Kev Foston, Hull

Take it from us Kev, this isn't a tip. Still, as long as it works for you, eh?

MEGADRIVE TAKES ON ALL COMERS

Dear MegaTech

Please answer these questions to put my mind at rest:

1 Is the Megadrive better than the Amiga for graphics, sound and games? If not, is the Mega-CD better?

2 Is the Mega-CD better than the Famicom

Simon Butler, Ipswich

1. The Megadrive loses out to the Amiga in some areas, like colour and not having a keyboard, but on the whole, considering it's a mere third of the price, the Megadrive is far better for games.

2. Potentially, yes.

STREETFIGHTER BLUES

Dear MegaTech,

Correct me if I'm wrong, but I feel a hell of a lot of Megadrive owners were looking forward to a conversion of Streetfighter II myself included.

Now Nintendo have grabbed it Sega are probably a bit pissed off, BUT do you remember a rather excellent Sega coin-op called Violence Fight? I do. Sega should convert this instead. If they jazzed up the graphics a bit, stole a couple of extra moves from Streetfighter II, added a few fighters and released a two-player conversion on their CD-ROM drive (which should be able to handle it easily). I'm sure this would make up for missing out to Nintendo again (remember Final Fight). Any chance of this happening?

The games people want to play must have some influence as to what games get converted and released, so they should listen to their customers a little more. We are the ones who keep them in business. Does anyone else agree with me? What do you think?

V Lestat. London.

Public opinion does affect the titles which Sega release as Megadrive games. After all, if they completely ignored the wishes of the punters they wouldn't still be in business would they? However, it must be said that it does look like Sega are moving away from coin-op licenses and looking more at original products or TV or film licences for official release in this country. Perhaps they just don't have us down as a nation of arcade players.

You're right to say that the Megadrive could do with a good beat 'em up to make up for the loss of Streetfighter II, but as we recall Violence Fight was a bit crap and when we asked our neighbours on the Mean Machines and Computer and Video Games staff they agreed. Maybe we'll just have to wait for Sega to come up with an original beat 'em up which is comparable to Streetfighter II before they can satisfy the cravings of all you arcade players - unless, that is, they can blag the licence for Capcom's rumoured Street Fighter '92 (which, it has to be said, seems a bit unlikely to us).

Still, if anybody has a coin-op (or indeed a list of coin-ops) they'd like to see converted to Megadrive why not write 'em down and send 'em in and we'll pass the message on to Sega Europe through these very pages.

A KICK IN THE TEETH

Dear MegaTech,

What a stylish, sophisticated grown up mag. After all these childish mags, yours is truly a breath of fresh air.

Anyway, I've got some pretty good ideas for MD Kick Off. So if the programmer(s) are reading, here goes:

1. Digitised referee calls and crowd effects, such as booing, hissing and cheering.

2. Football songs and chants as in-game music, for example Oh when the saints, We're going with ___ Army, We love you ___ we do, Glory, glory ___ United, Always look on the bright side of life (for when you're losing). I don't know many songs, but a bit of research will help a lot.

3. Larger sprites.

4. Keeping all the other 16-bit versions features.

Kee Law, Torquay

It's good to get some ideas out of the punters, but blimey Kee, you're asking a bit much. If it's going to be of a reasonable quality sampled sound always takes up a ton of memory. True, the one megabyte Amiga version of Kick Off II had a few snippets of a sampled crowd singing, "Come on Palace" (the game's designer, Steve Screech, is a fervent Crystal Palace supporter) but fitting all those effects and songs would be impossible even on an 8 megabit cartridge. Perhaps if a Mega-CD version of Kick Off is ever produced your ideas will see the light of day.

By the way, don't you think larger sprites would change the whole scale of the game so that you'd see less of the pitch on the screen? Surely that would be detrimental to the gameplay wouldn't it?

CHAIR RAISING

Dear MegaTech,

I have read your magazine and think it's very good, but for a magazine that is supposed to inform Megadrive owners of the latest news, you have failed.

I refer to the Feb issue when you answered a reader's letter on the Sega Chair saying it was unavailable in this country. I went to Toys 'R' Us and they had the chair on sale priced at £99.99.

Steve, who didn't send us his address.

You baboon! We knew about that chair, what the letter referred to was the larger chair which is currently on sale in Japan. Check your facts in future or we'll track you down and send Paul Glancey round to your house to beat you up.

BRUM RUSH THE SHOW

I've found it! At long last after going into almost every newsagent in Birmingham looking for a decent Megadrive mag. Then, to my relief, I came across MegaTech.

What a mag! Well put together, nice colour, brilliant reviews and best of all, the alternatively panel. What a brilliant idea!

Now all you have to do to put the icing on the cake is answer these questions.

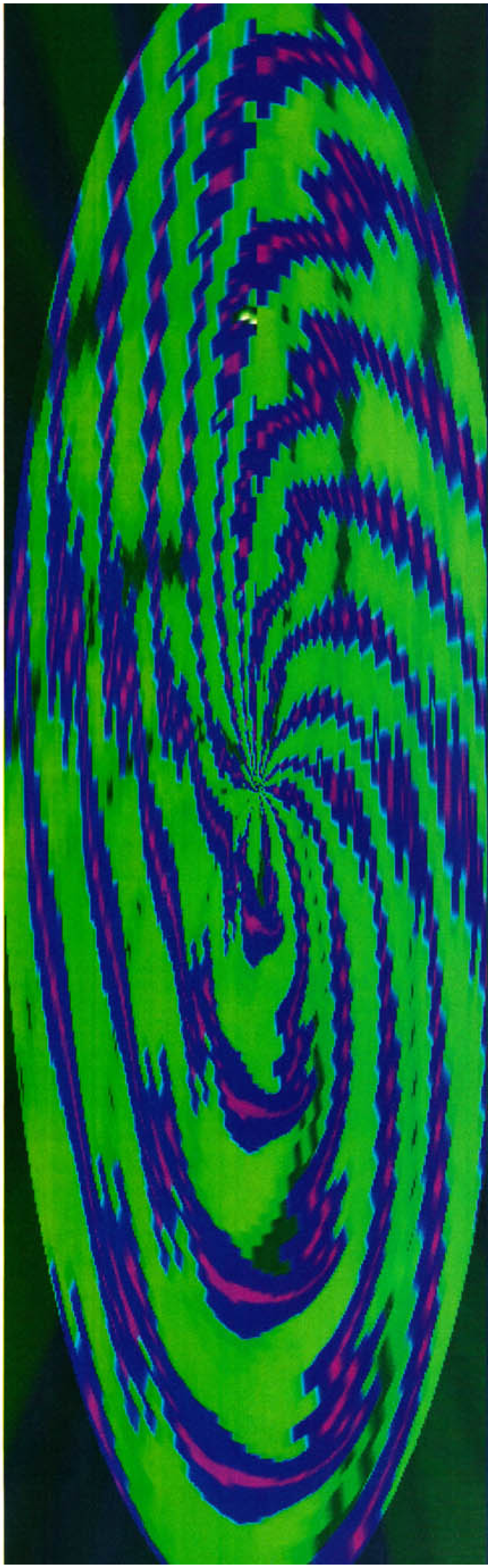
1 How do I get issue one?

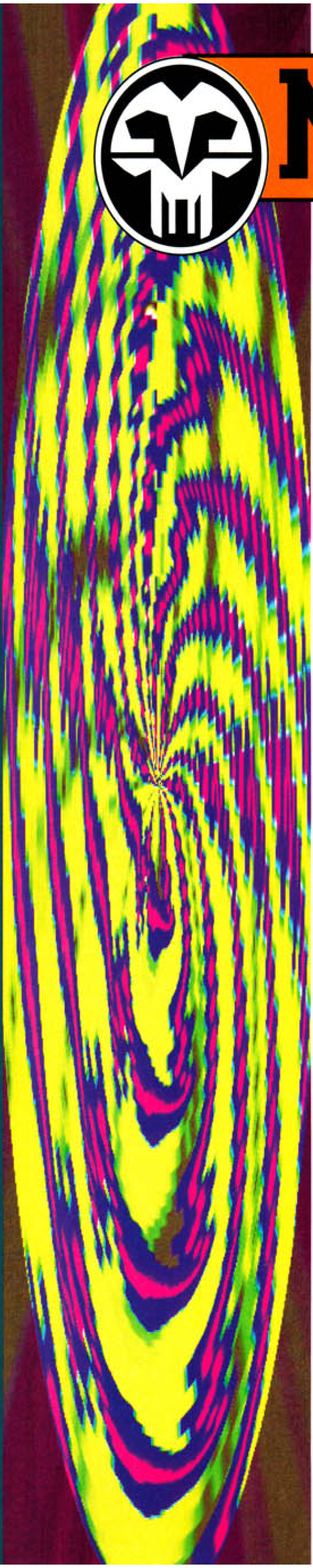
2 I'm thinking of buying Hellfire or Thunderforce III. Which do you think is the longest playing game?

G Yeomans, Birmingham

Think you can get us to answer you questions by flattery? Damn right. Issue one is a real rarity, it was a complete sell out and you'll be lucky to find a copy anywhere. And we recommend you buy Hellfire.

MORE.....





MEGAMAIL

A LIBERATED LADY WRITES...

Dear MegaTech,

Excellent magazine! I'm really impressed, but why should we take you reviewers word for it, surely it would make more sense to have specialist reviewers? A shoot 'em up expert could review shoot 'em ups, a logic game expert to review logic games and so on. And why is MegaTech (along with practically every other mag) male dominated? Sexist! Sexist! Sexist! There are female games players you know. We're not just good for cooking, cleaning and you know what.

Name and address withheld by whoever mislaid the bottom of this letter.

Our reviewers have a great deal of experience in all sorts of games, which is why they do the job they do. We know women aren't just good for cooking and cleaning - MegaTech is "male dominated" simply because the majority of female journalists seem to want to write about something other than video games and the majority of female games players didn't apply for a job when the team was being put together.

NO STARGLIDING FOR YOU

I need to know whether or not Starglider is coming out for the Megadrive. It's my all time favourite game. I desperately need to know if it's going to see the light of day on cartridge.

Also, do you know if there's going to be a conversion of Rygar? That is one game that really gets my adrenaline pumping. These two games would make great additions to the Megadrive, and they're sure to be successes.

Errol McKenzie, Kilburn

Alas, Errol the answers to your questions are "no" and "no" (in that order).

STALEMATE

I bought a copy of The Complete Guide to the Megadrive prior to buying the computer itself and have decided to seek you advice on something.

I should be pleased if you could advise me whether there are any chess games on the Megadrive? If so, how good are they, how much do they cost and where could I obtain one? If there aren't any, is there any likelihood of one being produced?

Thomas Bryceland, Midlothian.

The Software Toolworks are putting together a Megadrive version of their Chessmaster 2100 in The States, but it doesn't seem to be scheduled for release in this country in 1992. Until then you'll just have to make do with a Master System convertor and a copy of Sega Chess (which is very good, actually).

EGO TRIP

Wow! What a magazine, and I'm not joking it's brilliant! Your ratings are perfect, there are the right amount of screen shots and the comments make it superb. However what makes the difference between you and the other mags is the quality of the paper, cover and printing. It's like having a book.

When I picked the magazine up thought it was perhaps a little thin to justify the £1.95 price tag, but after a quick look through I noticed the unbelievable tidiness and was amazed at how organised the pages looked, and this was only the first issue! I am amazed, no, astounded at was has been produced. Believe me, I have never written to a magazine before, not even to Mean Machines, which is what I previously bought. Please keep this standard up!

Ben Clarke, Croydon

As you can see, the way to our hearts is through our egos (which just keep getting bigger). As long as there are wrongs to be righted, evil to be battled and other kinds of heroic-type activity, we'll keep up the good work.

CONFUSED

Dear MegaTech,

I have an official UK PAL Megadrive, and have recently bought a SCART lead for it to replace my PAL lead.

Does this mean that I now have a SCART Megadrive, and will I be able to play SCART only games such as Rolling Thunder 2 if I use a Jap converter?

Also, when is the official UK CD—ROM released, and will I have to buy a PAL or SCART one if I am using a SCART lead?

Jason Crocker, Charlton

A SCART machine differs from a PAL one in hardware as well as output, so you won't be able to run SCART games just by using a different TV lead. You get a better picture though, which is something, so you're going to have to wait for the official releases.

The Mega-CD is due for release around October, and UK units will only be compatible with UK software and UK Megadrives. Check out the news section for more information on the hardware.

THE MEGATECH reviewing system

Nobody takes Megadrive games more seriously than MegaTech, so when we review the latest hot cart we use one of the most detailed reviewing systems in any magazine. If you're new to MegaTech, we'd better explain it...

THE AMORPHOUS QUADRILATERAL RATING SYSTEM (A·Q·RAT)

A picture is worth a thousand words, that's why we've got the Amorphous Quadrilateral Rating system, or A-Q-RAT. This shows you how much a game taxes your reflexes, mental prowess, strategic ability and it's overall challenge. The further the shape intrudes into the quadrants, the more is required of the player in that field.

PRESENTATION

Good presentation is an essential part of any game. The rating covers the clarity of the instructions, options, in-game help, screen layout and all the other features which go into making the game easy to get into as well as attractive.

GRAPHICS

There are four factors that are taken into account for this rating, the sprites, background graphics, animation and how well it all fits in. After all, a game like Streets of Rage would look pretty dumb with Mickey Mouse-style graphics.

SOUND

Do the blood-curdling screams of your vanquished foes come accompanied with a crashing music score, or will you be reaching for the volume control in disgust at the painfully sappy sounds. Background music, spot effects and atmosphere are all taken into account.

SHORT-TERM PLAY

Is the game easy to understand or an uphill slog right from hitting the on button? Short-term play determines how easy it is to get into a game and whether you'll want to carry on playing.

LONG-TERM PLAY

When you're spending 30 or 40 quid a time on a game, you don't want to be able to complete it on the day you bought it. You don't want to be bored stupid either, so look to this rating to find out how long it'll be before your latest purchase goes stale.

MEGATECH RATING

This is the big one. Should you buy or pass by? This rating is a reflection of how good the game is as an overall package, not an average of the other scores. It may have the greatest graphics ever, but if the gameplay sucks it's not going to score highly.

0-14 Yeeeaaarrrgghh! Anything that scores this low does not deserve to exist.

15-29 Abysmal. Virtually no appeal whatsoever.

30-44 Below average. Even fans of the style will be tempted to shelve it after a few games.

45-64 Average. Nothing special, but games in this range may appeal to some people.

65-79 A good game, but flawed in some way.

80-89 Excellent but just not good enough to be a...

90+ Hyper Hyper! If a game scores this or higher it's a must buy.

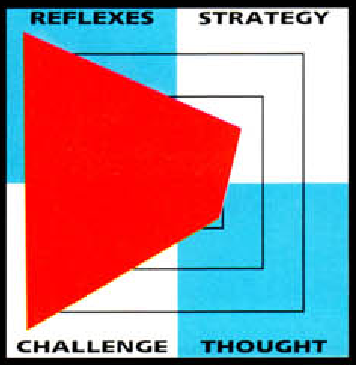
ALTERNATIVELY..

While most games are original in execution, their roots aren't. If you like the sound of a game that's got a not-so-hot review, or perhaps you've already got the game and are looking for something along the same lines, the Alternatively boxes will tell you what's best in that genre.

HYPER HYPER!

Only best games are Hyper Hyper. If you see one of the badges on a game you'd be a fool to miss it. Either that or skint.

ROLLING THUNDER 2



% RATINGS

0 50 100

PRESENTATION

91%

ALL THE COIN-OP'S INTRO SCREENS, GREAT PASSWORD OPTION AND A GREAT SOUND TEST.

GRAPHICS

89%

LARGE DETAILED SPRITES WHICH ARE SMOOTHLY ANIMATED. VERY DETAILED AND VARIED LEVELS.

SOUND

88%

GOOD FX, BUT REPETITIVE AFTER A WHILE. A VARIETY OF DECENT TUNES ACCOMPANY THE ACTION.

SHORT TERM PLAY

86%

THE HIGH DIFFICULTY SETTING COULD BE OFF-PUTTING FOR THE FIRST FEW GOES.

LONG TERM PLAY

92%

BIG ENOUGH AND FUN ENOUGH TO KEEP YOU AT IT FOR A MONTH.

MEGATECH RATING

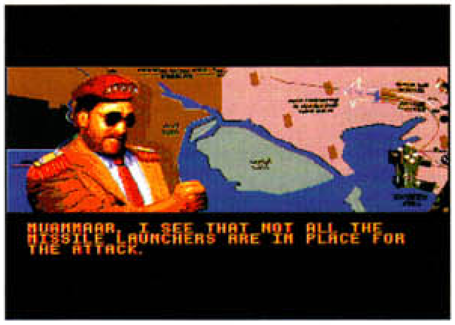
90%

A SLICK AND PLAYABLE CONVERSION. WELL WORTH ANYONE'S CASH IF THEY'VE GOT A JAPANESE SCART MEGADRIVE.

DESERT

BY ELECTRONIC ARTS
PRICE: £39.99
FORMAT: 8M-BIT ROM
PLAYERS: 1
GAME TYPE: SHOOT 'EM UP
CONTINUES: PASSWORD
SKILL SETTINGS: 1
RESPONSE: GOOD

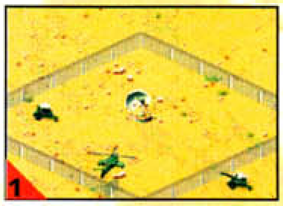
There's trouble brewing in the Middle East where terrorist leader and certified dictator, General Kilbaba, has decided that the wealthy Arab emirate next door actually belongs to him, and has decided to annex it without asking permission. All that oil-rich territory could earn Kilbaba enough cash to build a greater army and more deadly weapons, making him even more dangerous than he is already.

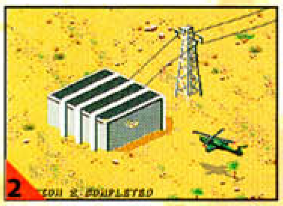


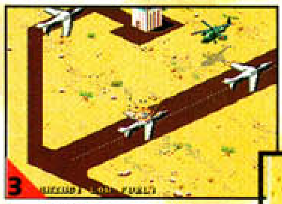
MUAMMAR, I SEE THAT NOT ALL THE MISSILE LAUNCHERS ARE IN PLACE FOR THE ATTACK.

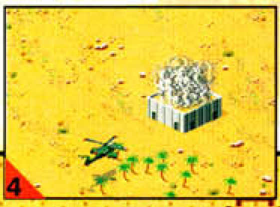
This is the sort of thing that puts the wind up nice countries like the USA, so the American president has decided to sort Kilbaba out before he starts making trouble for the rest of the world. An all-out offensive would be going over the top a bit, so he's decided to send in a Special Forces helicopter team in AH-64 Desert Apaches to drive out the Kilbaba's army while reducing the risk of civilian casualties. Your name has come up on the pilots' duty roster, so it's up to you to fly across the desert at low level, obliterate as much of his military hardware as possible and air-lift out key personnel. Good luck – the safety of the world depends on you!

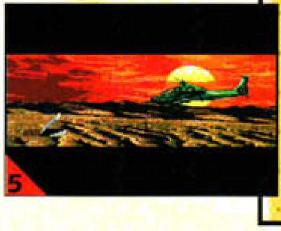
CAMPAIGNS AND MISSIONS

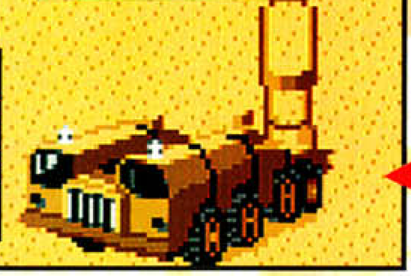












Operation Desert Strike consists of five campaigns, each of which is split into numerous missions which have to be completed in order.

The first campaign, for example, is split into five missions with the overall objective being to rescue a secret agent who is being held at an unknown location in the desert. Before you can do that though you need to:

1 Destroy two radar installations so enemy forces are not warned of your approach in advance.

2 Destroy a power station, to cut the two enemy command centres off from the airfields, thus forcing them to aim their artillery manually.

3 Destroy a military airfield and all parked aircraft. This ensures that you won't be bothered by air attacks in future missions.

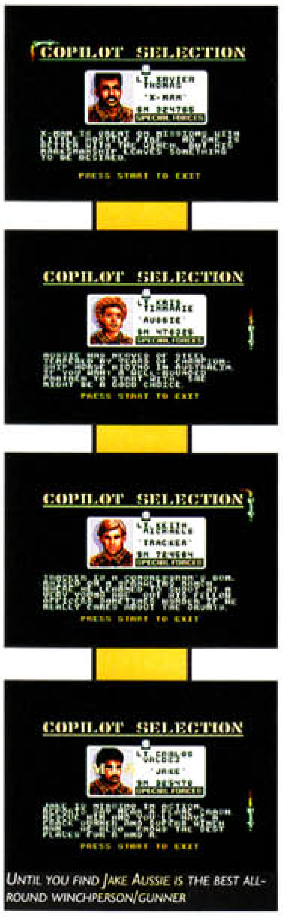
4 Destroy one or both command centres then capture the commander who runs from the ruins. He will then tell you where the agent is being held.

5 Find the location where the agent is being held captive, drop off the co-pilot to rescue him, suppress any nearby ground forces and pick them both up before returning to the frigate.

In following missions you're ordered to locate and destroy Scud missile launchers, ICBM sites and a chemical weapons factory, rescue political prisoners, POWs, UN inspectors and pilots lost at sea. After each campaign is completed you're given a password which allows you access to the next, and of course an option on the start screen lets you use this password to start playing on that level

STRIKE

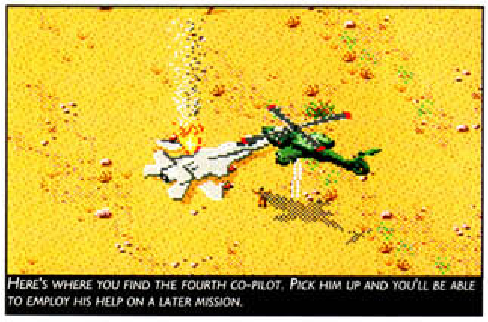
WILD GUNMEN



Until you find Jake Aussie is the best all-round winchperson/gunner

Standard crew for the Desert Apache is a pilot and a co-pilot. In the game you play the role of the pilot, flying the helicopter and firing the weapons, but the co-pilot, who aims the weapons and handles the helicopter's winch system, is under computer control.

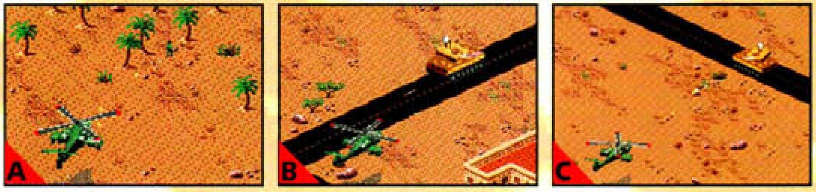
At the start of the game you can select any of these four officers to take weapons and winch duty. Unfortunately, most of them ('X-Man' for example) are expert in one role but isn't much cop when it comes to the other. The best co-pilot of all can't be selected because he's listed as missing in action, but if you head up to the top of the map you should find him huddled by the wreck of his plane just waiting to be rescued.



Here's where you find the fourth co-pilot. Pick him up and you'll be able to employ his help on a later mission.

GUNS AND ROCKETS

Your helicopter is armed with three types of weapon which are fired from the three buttons on the joypad.



BUTTON A A directable chin turret houses the Apache's chain gun which fires 30mm armour-piercing rounds. Good enough to eliminate ground troops and static targets which don't fire back. Takes ages to destroy armoured vehicles, though. Standard complement of ammunition is 1178 rounds.

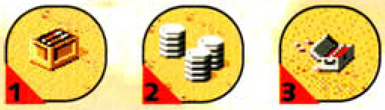
BUTTON B Ground artillery units need to be destroyed fast (before they destroy you!).The best way to do that is with missiles. Hydra are small, forward-firing, unguided rockets which come in two pods of 19, making 38 low-power warheads in all.

BUTTON C Hydra are good for dealing with slow-moving targets but when you're dealing with a Rapier SAM site or a ZSU-23 you may only get one shot, so a couple of powerful Hellfires are in order. Hellfires are radar guided, but the heavy warhead means you can only carry eight at a time.

SUPPLY PROBLEMS

A convenient place to crash – the red-cross pod contains an extra life. Boy, does he need it!

Alas, weapons, fuel and armour supplies are not infinite in Desert Strike, so it's lucky the Apache can be restored to full strength without landing by finding and winching in supply crates



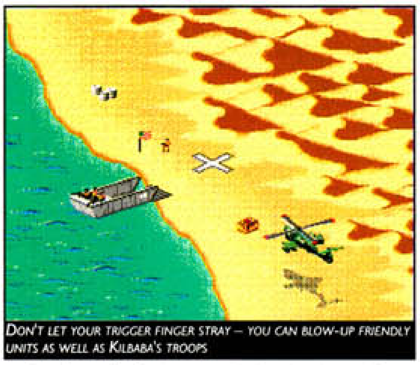
① **WEAPONS CRATE**–Rearms your weapons fully – each weapons crate contains 1178 chain gun rounds, 38 Hydra and 8 Hellfires.

② **FUEL DRUMS**–Top up your tanks to 100 units. Run out of gas and watch your Apache plummet.

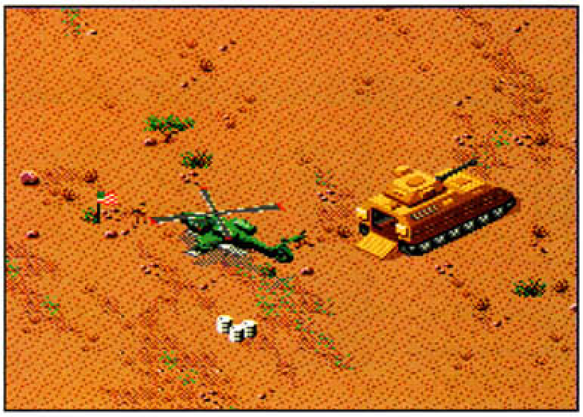
③ **ARMOUR CRATE**–Difficult to find because it's not marked on the map. Repairs all damage and restores armour to 600 units

LANDING ZONES

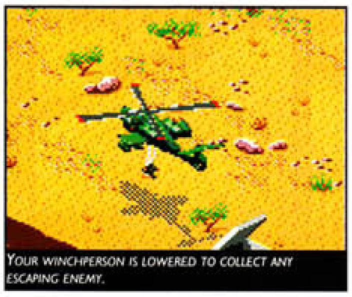
When things get rough and you've got a full load of MIAs, head for your nearest friendly landing zone to offload your passengers, get your Apache's armour repaired and perhaps top up on weapons or ammo. There is always at least one LZ available, usually somewhere along the beach, but on certain missions there are several, with M2 Abrams tanks acting as advance inland outposts.



DON'T LET YOUR TRIGGER FINGER STRAY – YOU CAN BLOW-UP FRIENDLY UNITS AS WELL AS KILBABA'S TROOPS

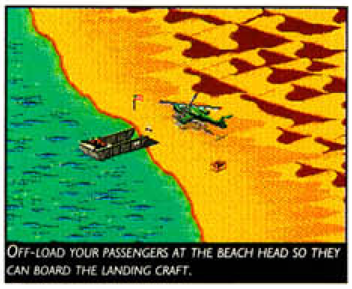


AIR-LIFTING ACTION



YOUR WINCHPERSON IS LOWERED TO COLLECT ANY ESCAPING ENEMY.

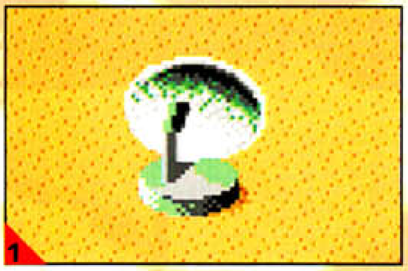
As well as its crew of two, the Desert Apache can carry up to six passengers, which is handy because there are a load of lost infantrymen running around the desert hoping to be rescued. As soon as you spot one, eliminate any nearby enemy forces then move over to them. The co-pilot automatically lowers a rope ladder and it's up to you to steer it over the errant grunt so he can climb inside for the journey back to the nearest landing zone. You can also use this method to hijack enemy commanders, scientists and officials for big points and, usually, information vital to the continued success of the mission.

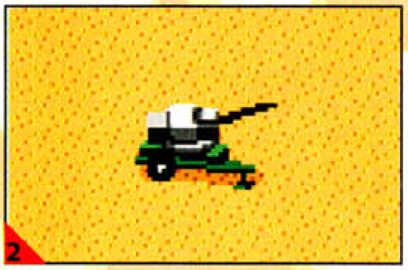


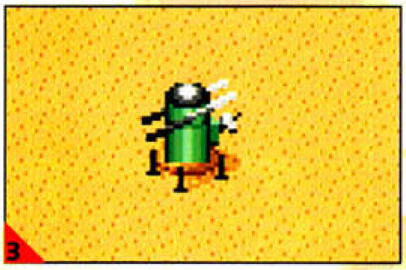
OFF-LOAD YOUR PASSENGERS AT THE BEACH HEAD SO THEY CAN BOARD THE LANDING CRAFT.

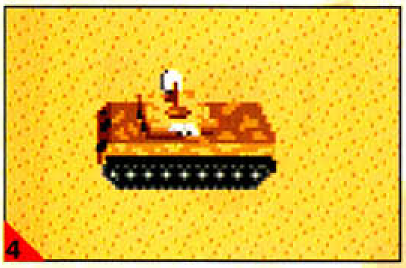
TARGET ACQUISITION

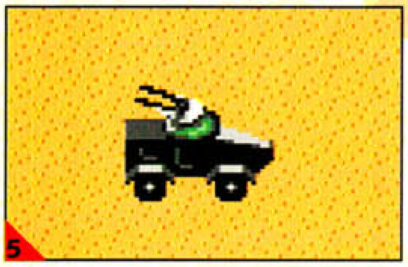
As you progress from campaign to campaign the enemy install more and more advanced desert artillery to defend their interests from your bullets.

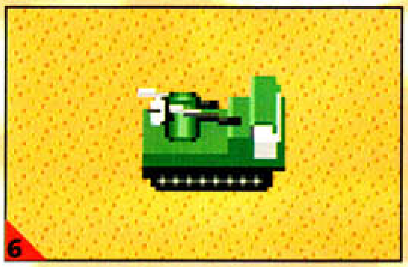












1 RADAR INSTALLATION

Always destroy these first as they warn other units of your approach. Usually guarded by AAA and Rapier sites.

2 AAA

Anti-aircraft artillery units provide a low-grade defence against aerial attack. A couple of Hydra missiles should see him right.

3 RAPIER SAM SITE

High explosive warheads and an accurate tracking system make these very dangerous. Keep dodging and hit it with a Hellfire.

4 ZSU-23-4 SELF-PROPELLED ANTI AIRCRAFT GUN

"Zoos" are armed with two heavy-duty cannons which can really knock hell out of the Apache if you don't hit it with two Hellfires sharpish.

5 M3VDA PATROL VEHICLE

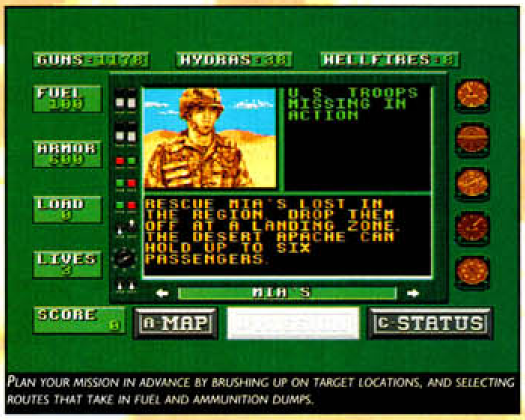
These armoured vehicles roam the desert firing off 20mm shells at anyone they don't like the look of.

6 M48 MOBILE SAM LAUNCHER

All the power of the Rapier system, and it's mobile! Two Hellfire's will knock the smile off the driver's face, though.

SWITCHING TO TARGETING COMPUTER

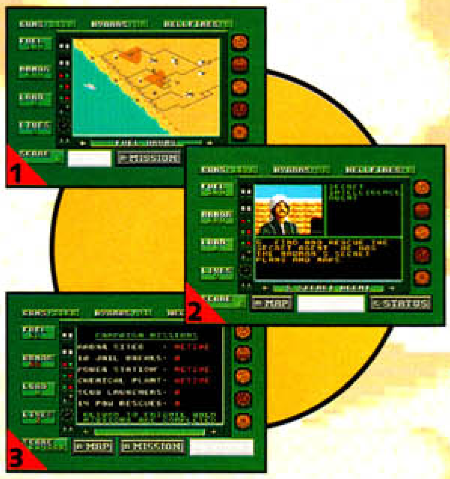
Hit the START button and the game pauses to display the mission computer screen. Around the outside are digital counters which give various running totals. The centre is taken up by a multi-function screen on which these three different displays are projected by pressing the A, B and C buttons.



U.S. TROOPS MISSING IN ACTION

RESCUE MIA'S LOST IN THE REGION. DROP THEM OFF AT A LANDING ZONE. THE DESERT APACHE CAN HOLD UP TO SIX PASSENGERS.

Plan your mission in advance by brushing up on target locations, and selecting routes that take in fuel and ammunition dumps.



1 MAP–Displays your position in the warzone. Push left and right and the locations of mission objectives, supplies, MIAs and landing zones are highlighted.

2 MISSION–Shows an intelligence report on what each mission objective actually looks like, how well armoured it is and exactly what you should do when you reach it.

3 STATUS–Shows which mission objectives have been completed so far in the campaign.

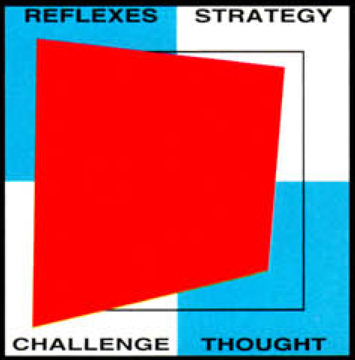
MARK'S COMMENT

It's nice to see a shoot 'em up that isn't set in the nth century against the Draconians or whatever. Desert Strike is a winner in several areas: first it's quite original and there's loads to blow up (including friendly troops); secondly, despite deserts being boring, the missions are exceedingly varied and cleverly linked together. It also gets a hearty thumbs-up for the sound graphics and presentation, which are all top notch. I had a few problems controlling the helicopter at first (although no one else did, which doesn't say much for my piloting skills) but once I'd got used to that and budgeting missiles and fuel, there's almost no end to the havoc I could wreak. This is one of the best shoot 'em ups to appear in a long time. Unless you're a moralising kind of pacifist there's no excuse for you not to have a copy of this.

PAUL'S COMMENT

It's been a while since Electronic Arts produced a shoot 'em up on the Megadrive, but Desert Strike is quite a comeback. Okay, so it has a slightly dodgy story-line but I'd be lying if I were to say this made a difference to my enjoyment of the game, which was substantial. There's an absolute ton of destruction to be done but clever missions and having to learn tactics means there's a lot more to the game than simply swooping around on an annihilation bender. The control of the helicopter feels very good, and the graphics and sound are on the whole excellent (the rockin' guitar title soundtrack is Rob Hubbard's finest Megadrive tune yet, I think). I know EA never disappoint with their games, but this has to be one of their best yet–an absolute must!

DESERT STRIKE



% RATINGS

0 50 100

PRESENTATION

92%

EXCELLENT INTRO, PASSWORD SYSTEM, CHOICE OF CO—PILOTS AND EASY TO USE COMBAT COMPUTER SYSTEM.

GRAPHICS

91%

A COUPLE OF ROUGH BITS, BUT MOST OF THE SPRITES AND INTRO SCREENS ARE EXCELLENT.

SOUND

85%

GREAT MUSIC AND TREMENDOUS EXPLOSION AND ARTILLERY EFFECTS.

SHORT TERM PLAY

95%

OUTSTSNDING BLEND OF HARDCORE BLASTING AND PSEUDO–SIMULATION ACTION.

LONG TERM PLAY

93%

PLENTY OF CHALLENGE PROVIDED BY LOADS OF CAMPAIGNS AND MISSIONS.

MEGATECH RATING

93%

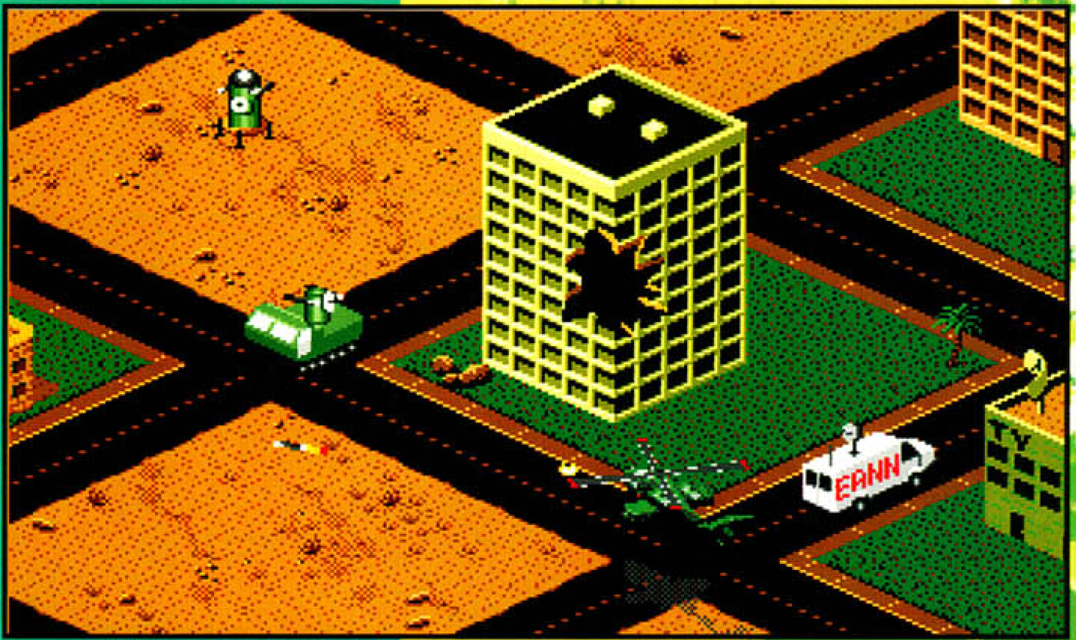
ONE OF THE CLEVEREST AND MOST PLAYABLE MEGADRIVE BLASTS TO DATE. DON'T MISS IT!

Enjoy the so in the mornin

(o

Win a Sharp NICAM VCR, a of Helicopter warfare vid

You've read the review, now grab hold of a biro, envelope and a stamp, because it's competition time!



Electronic Arts have put their collective hand in the company pocket, pulled out their Blankety Blank chequebook and pen, and have put up the greatest, nay ultimate, video system as the prize in our exclusive competition.

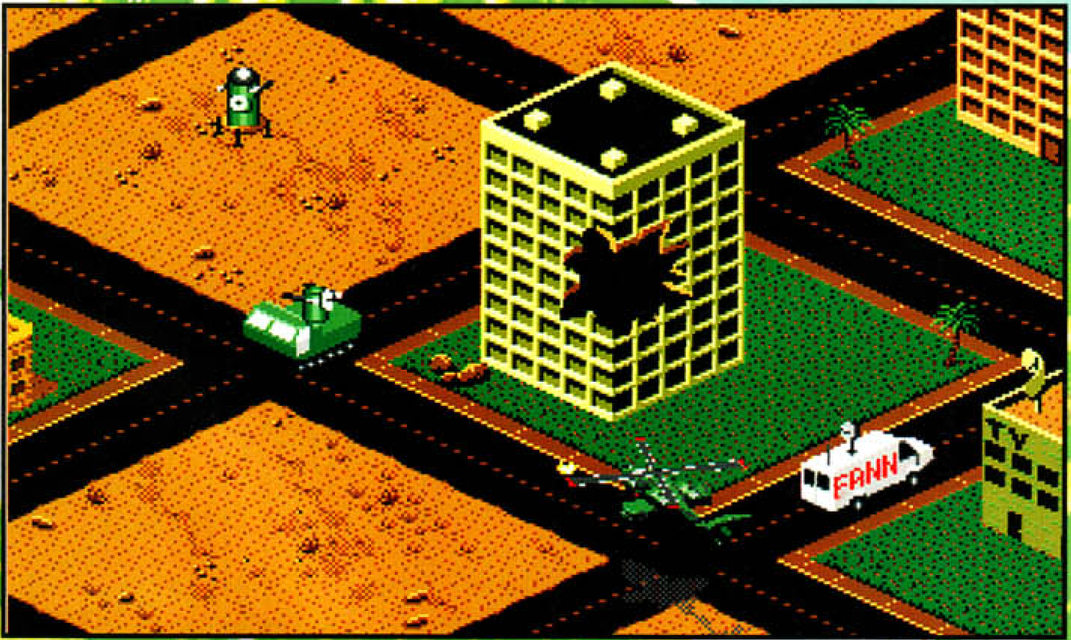
Instead of just giving away a smart VCR with a set of five helicopter-type videos like wot other magazines would do, we're going one better. In our competition you can win all that stuff AND a load of top-quality hi-fi gear so you can listen to movies in stunning Dolby Surround Sound stereo.

The video part of this prize package is the Sharp VCH81 Nicam Stereo Video, which has digital tuning, stereo sound, auto-tracking and loads of other widgets and gadgets. For stereo playback we're also chucking in an awesome Acoustic Research amplifier and four Wharfedale Delta speakers.

Making the package complete is the incredible Yamaha DSP100 Natural Sound Field Processor. This smart bit of hi-fi hardware takes the sound from the video (or your CD player or cassette deck) and puts all sorts of echo and reverb effects on it to make it sound like you're in a cinema, a theatre, a church, a concert stadium, a disco or even a seedy jazz club. Even better, the DSP100 is equipped with a Dolby Surround facility for that "Blimey, Those Helicopters/Spaceships/Motorbikes Are Actually In The Room With Me" effect.

nd of gunfire g!

at any other time, actually!) op audio set - up, and a load s, courtesy of Electronic Arts



● **YOUR SIX-STEP GUIDE TO COMPETITION ENTRY**

All you have to do to join the gravy train to Video Heaven is:

1. Look at these two screenshots from Desert Strike.

2. Notice that the one on the right is slightly different from the one on the left, thanks to the retouching skills of top MegaTech art-man, Jeff.

3. Find the five differences between the two pics then mark them clearly on the pic on the right.

4. Put your name and address on the bottom of the coupon, then cut it out and send it to: THE GREAT DESERT STRIKE VIDEO COMPO (IN DOLBY SURROUND), MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

5. Make sure it gets to us by March 27th because that's when the single winning entry will be drawn from the voluminous MegaTech postal sack.

6. Keep your fingers crossed.

NAME______________________________

ADDRESS______________________________

____

____

WINTER C

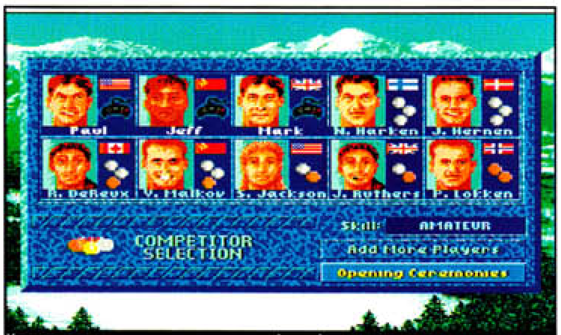
BY ACCOLADE
PRICE: £39.99
FORMAT: 8M–BIT ROM
PLAYERS: 1–10
GAME TYPE: SPORTS
CONTINUES: 0
SKILL SETTINGS: 3
RESPONSE: GOOD

If you're in the majority normal income bracket, when it comes to skiing you probably won't be able to afford the equipment, let alone the flight to a ski resort and exorbitantly priced accommodation. Fear not though, wax down your imaginary skis, dust off your fluorescent jacket and pull on your tight, pink trousers for the Winter Challenge, Ballistic's economical answer to the Winter Olympics.

You and several friends can compete on the slopes for gold medals and world records in eight snow-related events, which include slalom skiing, biathlon and speed skating. The events can be practised individually, or played as part of a tournament against nine other computer or human players.

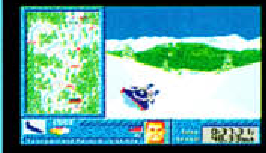
RECORD BREAKERS

Competitors flock to the Winter Challenge from 16 countries and in tournament mode you can play on the teams of any of them. Up to ten humans can compete but if you like you can Just slug it out with nine computer teams which can be set up as amateurs, professionals or world-class athletes. Just like real life, the Finnish dominate most of the snowy events while the outsiders include the USA, Japan and, naturally, Britain.



YOUR OPPONENTS COME FROM AS FAR AWAY AS JAPAN. INVARIABLY THE CONTESTANTS FROM THE LAND OF THE RISING SUN HAVE DON'T HAVE MUCH LUCK ON THE SLOPES

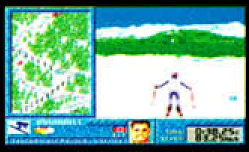
First, second and third places earn gold, silver and bronze medals respectively, and the overall winner of the game is the one with the most carats around their neck. To further the competitive edge, each event has its own tournament record. If a computer player records a significantly good time in an event you can always reach for the reset button and erase his achievement in a suitably unsporting manner.



SLIDE DOWN A BOB SLED TRACK ON NOTHING MORE THAN YOUR MOMMA'S BEST TRAY

LUGE

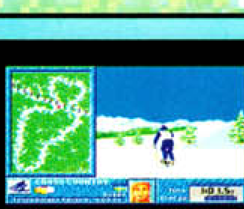
An event in which one man lies on a metal tray and cannons down a bob sled track. The principle is pretty much the same as the bob sled event – judiciously slide the luge up the side of the channel to maintain enough speed to beat the record. Left and right control the steering, while pressing up increases your speed.



SKI THROUGH THE GATES, IF YOU CAN FIND THEM THAT IS.

DOWNHILL SKIING

This event is similar to the slalom, except the whole thing is faster and the gates are much wider. In fact, they're so wide that the screen can often only show one of the flags, so it's difficult to tell whether or not you're skiing through a gate or just around it. Hmmm.



STAYING AWAKE RATHER THAN STAYING ALIVE IS THE ORDER OF THE DAY HERE.

CROSS-COUNTRY SKIING

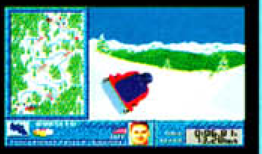
Similar to the Biathlon, only longer and without the guns. The main challenge is making sure your athlete doesn't collapse exhausted within two minutes by using his limited energy to get up the hills then letting him coast down the slopes. Alas, this event is so uneventful it's something of a challenge for the player to remain awake for those two minutes.

HALLENGE

OFF TO THE SLOPES!

There are eight events in Winter Challenge which can be played in any order you like. In tournament mode, each player competes one after the other, though the results for the computer players are worked out so you don't end up twiddling your thumbs while they take their turn.

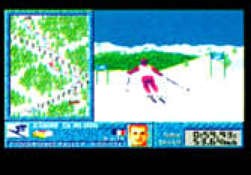
All the events are displayed in delicious 3D using a mix of large sprites and frosty blue vector graphics to make you feel like you could almost be there.



Don't go too fast, or you'll tip the sled over.

BOBSLED

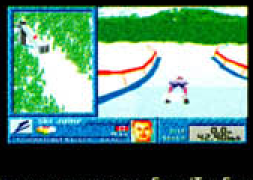
It's the combined weight of the two man crew and the metal sled which propels the competitors down a channel of ice at around 80 mph in this event. The idea is to keep your speed up by letting the sled swing up the wall of the track on corners, without letting it fly over the top.



Hurtle through the slalom gates and avoid running into snow drifts.

GIANT SLALOM

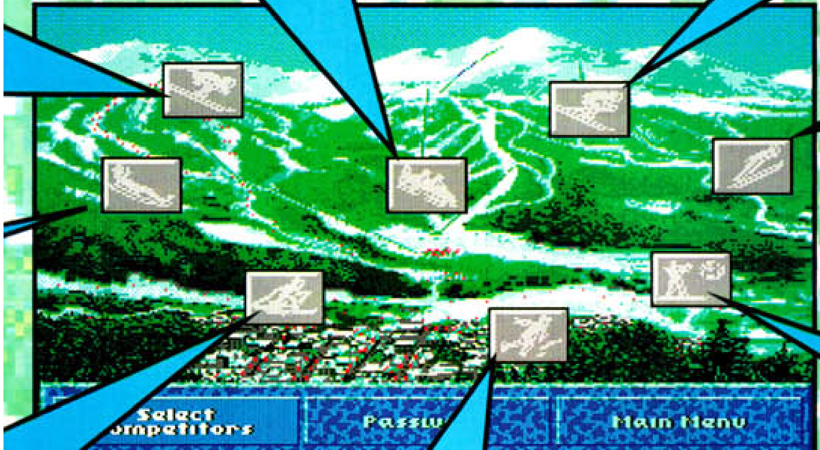
The object of this event is to ski downhill as fast as possible while steering between "gates" made of two flags. Left and right steer and pushing up ducks his head and he accelerates down the slope. Miss one gate and you're instantly disqualified!

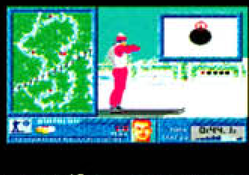


Follow in the tracks of Eddie 'The Eagle' Edwards by being completely crap.

SKI JUMP

Zip down the huge ramp at 45 mph steering left and right to stay on course, then launch yourself into space, trying to cover as much distance as possible. As you plummet downwards, streamline the position of the skis by pressing up and down then as you're about to land level the skis again and the A buttone to save yourself the embarrassment of going A over T.

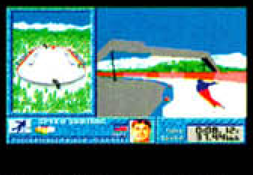




You incur a 15 second penalty every time you miss the black bulls eye.

BIATHLON

Skiing mixed with shooting. Ski around the course between the four shooting ranges, but don't push your skier too hard because if he's knackered by the time he reaches the range his aim will be as steady as a rock in an earthquake. You have to fire the rifle when the wobbling cross-hair is over the black circle to avoid being awarded a 15 second penalty.



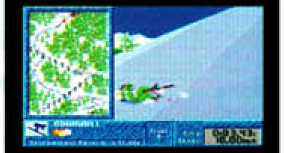
Smack your joypad buttons as fast as possible to build up speed on this event.

SPEED SKATING

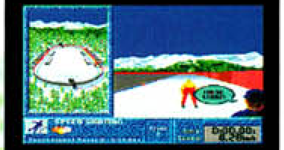
The first physically demanding event. Instead of going for the obvious control method of pressing buttons in rhythm with the skater's arm and leg movements the programmers have used the old whack-the-A-and-B-buttons-as-fast-as-possible method to get your skater speeding. Unfortunately you can't use the old use-one-finger-from-each-hand-to-pound-the-buttons because you have to use your left hand to steer around the left-hand bends.

MARK'S COMMENT

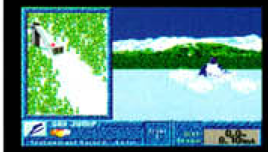
My interest in Winter Challenge started to wane after my third go. Repeating an event-winning performance is all too easy, which makes the game exceedingly dull after a while. Had there been some good injuries or spectators getting thwacked by runaway skis there might have been some scope for alternative sports, but as it stands it's all very samey, partly because the same vector graphic routines are used for almost every event, and partly because many of them drag on without much happening. As it stands the Megadrive is still starved of a decent multi-event sports sim. Sigh.



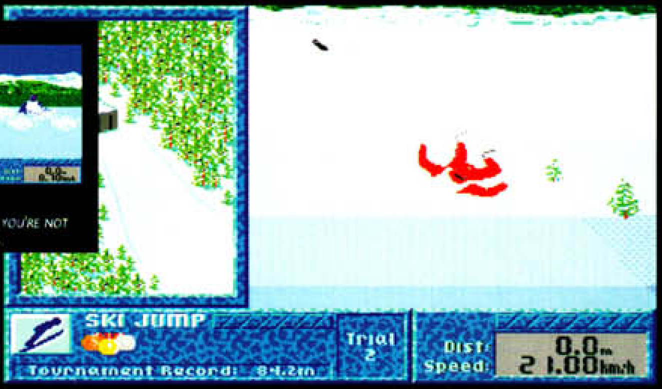
Kerump! This sort of thing never happened to Franz Klamer.



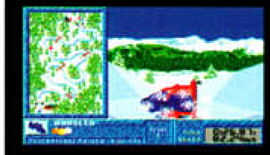
It's a false start! Two of these and you're out of the race.



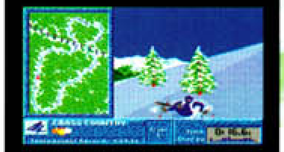
If you don't level your skis you're not headed for a happy landing.



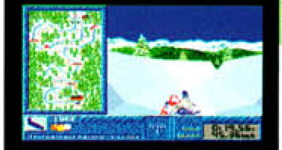
Welcome to the Megatech alternative sports arena. Here we have the ski-plummet. Hit the side barrier just before you take off to lose your skis and score straight tens on the embarrassment rating.



Go too fast and your sled tips over, cornering too slow has the sam result.



It's close encounters of the Fir kind as our heroic skier discovers trees.

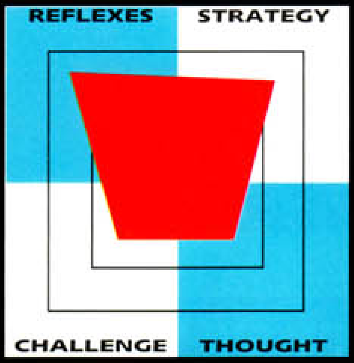


Remember kids, use your skis, not your ass for the giant slalom.

PAUL'S COMMENT

The pretty graphics and the smart menu system make Winter Challenge look good, but when you begin to play it you discover that each event is a bit of a non-event. Some of the sports, such as the cross-country skiing, are just plain boring, some are flawed (for much of the downhill event you can't see where you're meant to be going because the screen isn't big enough to show where the next gate is), and some seem to have no real technique (I was able to ski-jump 64 metres then, using the same tactics, over 100 metres – hardly an insignificant difference). I didn't enjoy this much at all. If you're in the market for a multi-event sports game you'd best avoid this and go for California Games. Winter Challenge may have more events but it's nowhere near as much fun.

WINTER CHALLENGE



% RATINGS

0 50 100

PRESENTATION

80%

AWFUL INTRO, BUT VERY GOOD MENU SYSTEM.

GRAPHICS

83%

GOOD MIX OF 3D VECTOR GRAPHICS AND SPRITES GIVE A FROSTY FEEL, BUT ARE JERKY IN PLACES.

SOUND

65%

ROUGH EFFECTS AND POOR TUNES.

SHORT TERM PLAY

72%

A LOT OF EVENTS, BUT NONE OF THEM ARE MUCH FUN TO LEARN OR PLAY.

LONG TERM PLAY

59%

BOREDOM SOON SETS IN, SO DON'T EXPECT TO COME BACK TO THE GAME ON A REGULAR BASIS.

MEGATECH RATING

62%

IT'S A PITY THE GAMEPLAY WASN'T OF THE SAME STANDARD AS THE GRAPHICS.

CALIFORNIA GAMES

- BY SEGA
- PRICE: £39.99
- FORMAT: 4M–BIT ROM
- PLAYERS: 1—9
- GAME TYPE: SPORTS SIM
- CONTINUES: N/A
- SKILL SETTINGS: 1
- RESPONSE: GOOD

What with rising air-fares and expensive hotel and car-hire bills it costs a right packet to get to California these days. If you're strapped for cash but long to go surfing off Venice Beach and meet Erika Eleniak, this cart is cheaper and probably the next best thing (apart from the fact that you don't actually get to meet Ms Eleniak).

CALIFORNIA
GAMES
© 1991 SEGA OF AMERICA
© 1987 EPYX INC.

California Games is a tournament made up of five testing West Coast-style leisure pastimes, namely half-pipe skateboarding, surfing, footbag, BMX racing and roller skating.

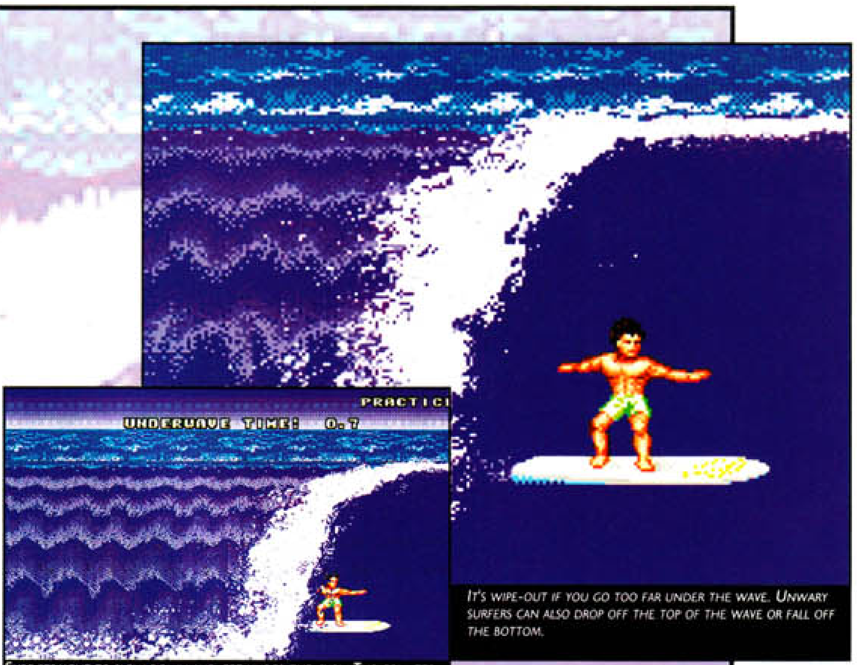
EVENT: SURFING

Surf's up! Choose either a light, regular or turbo surfboard then steer it around a glorious blue breaker for one minute and 20 seconds, impressing the judges with spectacular leaps from the tip of the wave and by riding inside The Tube.

To perform a jump, zig-zag up and down the face of the wave to accelerate away from The Curl (that's the leading edge of The Tube), then when you're at a safe distance skim up and off the top of the wave at an angle. Once in the air, flip the board around so that the angle it hits the wave matches the angle at which it left. For a judge-impressing Big Jump, you have to launch yourself vertically to catch maximum air, before spinning the board 180° and landing again.

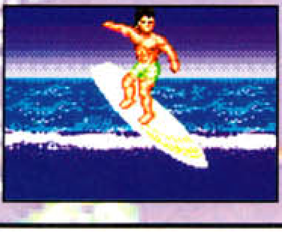
The judges don't award many points for riding The Tube, which is odd because it's quite a risky stunt. It's all too easy to let the wave overtake you and... wipe-out, so stay close to The Curl by alternately zig-zagging then straightening up and you should see the underwave-time count up.

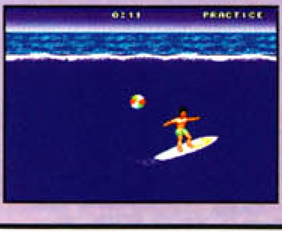
Extra points come from using the tip of your board to pop the beach balls which occasionally appear on the wave. Unfortunately the judges aren't very impressed by this minor stunt and some don't award any points for it at all!



It's wipe-out if you go too far under the wave. Unwary surfers can also drop off the top of the wave or fall off the bottom.

Surf straight to slow down and get under the curl. The counter shows how much time you've spent under the wave.





PAUL'S COMMENT

California Games has already been successfully converted to numerous consoles and computers, and I was expecting the Megadrive version to be the best, but personally I was slightly disappointed. There's nothing wrong with the graphics – the animation on the athletes and the backgrounds is ace – and the individual events are fun and especially playable with two competitors. But I was slightly dismayed to see that this version was lacking the Flying Disk event, some of the moves from the other events and a couple of small presentation points (the team selection and surfing judges screen for example) which appeared in most of the other versions –

EVENT: FOOTBAG

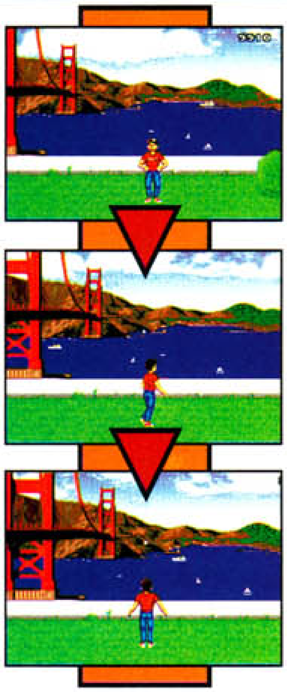
DO THE DIZZY DEAN!

The Dizzy Dean is one of the easiest moves in the Footbag event and the best thing about is that it's worth 1,500 excellent points. All you have to do is...

(top)Face out of the screen and head-butt the bag.

(middle) Spin 180° real quick, and...

(bottom) Head-butt the bag again - 1,500 points please!

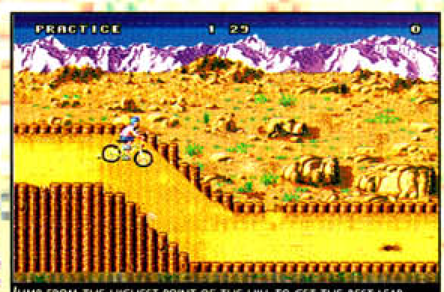


The California Games Footbag Championships are held in San Francisco, where the world's finest players congregate to juggle their Hackey Sacks. Your part in all this is to control a clean-limbed dude who has one minute and 20 seconds to keep his bag o' beans in the air, while pulling a number of flash stunts to earn bonus points. There are a total of 13 standard stunts which consist of combinations of kicks, spins shoulder and head-butts. Success is all in the timing, and when the bag comes down it's up to you to get your bloke underneath it and hit the button at just the right moment to loft it up again.

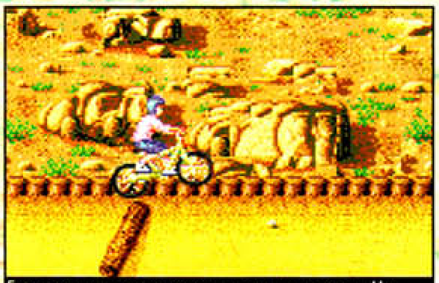
Not surprisingly, the more complex stunts, such as the Doda (a left outside kick followed by a head-butt followed by a right outside kick), score the most points. Hitting a passing sea-gull with the footbag earns you a 1,000 point bonus, and if you perform two special moves in a row and get the bag through the flashing ring which then appears, you're awarded an extra 26 seconds on the clock and all subsequent stunts score double!

EVENT: BMX

Take a trip to the desert for a two minute race across a very lumpy Bicycle Motocross course. Use the C button to pedal like mad then hit B to leap off the top of sandy hillocks and score big points with mid-air backward flips and 360° turns. Be careful to time them right as three falls disqualifies you, and if you land on your head you have to retire to the brain surgery ward straight away. Logs laid across the track are a constant problem but it's a simple challenge to your gnarliness skills to jump the bike over them.



JUMP FROM THE HIGHEST POINT OF THE HILL TO GET THE BEST LEAP, GIVING YOUR TIME TO PULL SOME STUNTS.

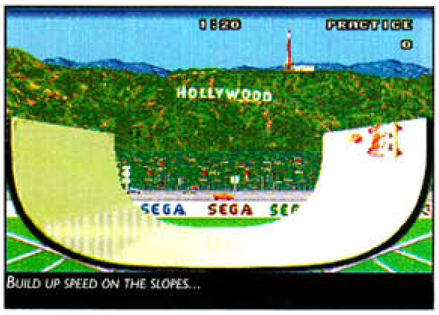


EVEN IF YOU HIT A LOG YOU ONLY HAVE A SMALL WAY TO FALL. MISS TIMING USUALLY RESULTS IN A HEAD-FIRST LANDING AND GAME OVER.

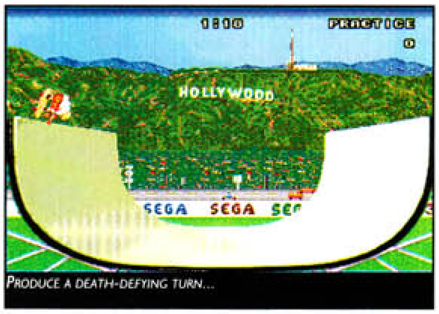
EVENT: HALF-PIPE

1 20
PRACTICE
PRESS A BUTTON TO START
0
HOLLYWOOD
SEGA SEGA

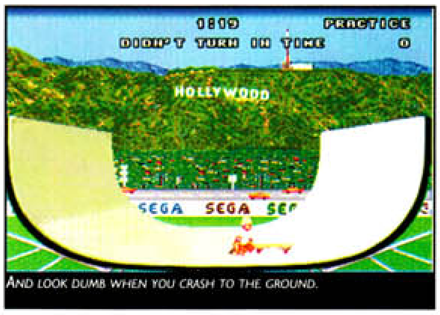
Skateboarding action a go-go! You have a minute and 20 seconds to speed up and down the sides of the half-pipe performing spectacular turns to score points. Success with Kick Turns, Aerial Turns and Hand Plants requires more spot-on timing than any other event, because the points you get for each depend on your speed and height when you turn. Of course it's all too easy to wipe-out, and three crashes result in disqualification. Probably the best tactic we found was to stick to doing Hand Plants which score well, and which are easy to judge once you get into a rhythm.



BUILD UP SPEED ON THE SLOPES...

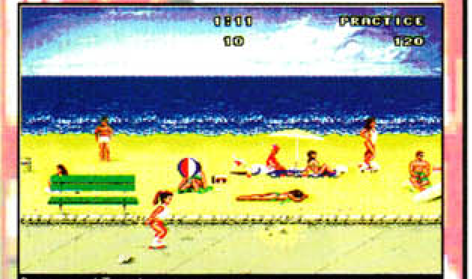


PRODUCE A DEATH-DEFYING TURN...



AND LOOK DUMB WHEN YOU CRASH TO THE GROUND.

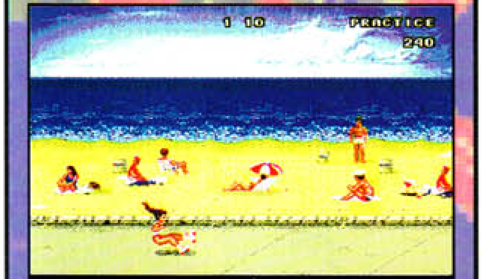
EVENT: SKATING



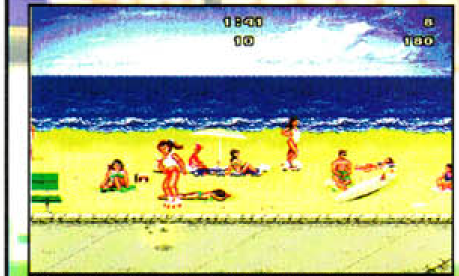
Beach balls! There's just no respect for surf-babes any more.

This event gives you control of a roller skating beach babe whom you have to steer down a scrolling beachside boardwalk. Easy, except that the ground is littered with litter which will send the handsome young lady reeling should it get into her axles. As if that wasn't bad enough, she has to dodge around cracks in the pavement, puddles, grass, patches of sand and beach balls which are being thrown by thoughtless Californian oiks from the side of the path.

Pushing up and down on the joypad builds up speed. This also serves to move her across the width of the boardwalk so you can guide her around most obstacles she can't jump over or duck under. Points come from avoiding the hazards and also from performing 360° spins and mid-air 720° spins!



Banana skins and ball bearings don't mix – jumping or evasive manoeuvring are the only ways to keep vertical



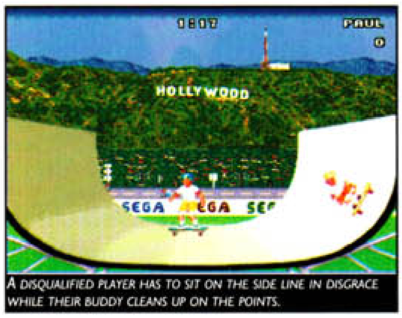
Aerial turns score the most points. Naturally they're the hardest moves to perform.

THANKS!

Thanks to Console Concepts (0782 712759) for the loan of the California Games cartridge. Incidentally, the game should be available officially as you read this, priced £39.99.

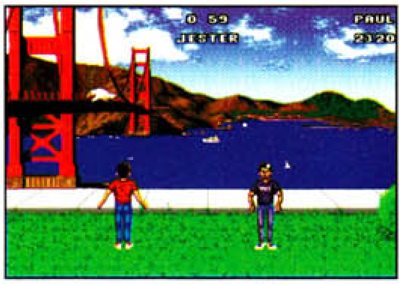
TWO–PLAYER MODE

TWO player mode!?! Up to NINE people can compete against each other in California Games, taking turns to play each event.



A disqualified player has to sit on the side line in disgrace while their buddy cleans up on the points.

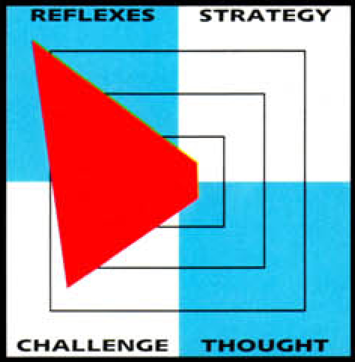
If you have a pair of controllers, Half-Pipe and Footbag can be played with two players simultaneously by setting an option on the game parameters screen. In this mode, both players' efforts are added together to get a single score. Having both on screen at once is a mite confusing but it's worth getting to grips with this system, if only to score a massive 3,000 points bonus by passing to your partner in the Footbag event.



MARK'S COMMENT

This is a real blast from the past, having first appeared on the Commodore 64 yonks ago. Although the five games in the Megadrive version are very simple (even simpler than they were in the C64 version in some cases) they've stood the test of time well, but the biggest problem is that there just aren't enough of them. Had there been three or four more there would have been enough to keep me interested and the price tag would have been more justified. For £40 you can buy a lot more Megadrive thrills than are on offer here, and if Californian culture is what you're after, you may as well go to the cinema to see Bill and Ted's Bogus Journey.

CALIFORNIA GAMES



% RATINGS

0 50 100

PRESENTATION

80%

UNEXCITING OPTIONS FOR SOME EVENTS BUT THE NINE PLAYER TOURNAMENT HAS MUCH FUN POTENTIAL.

GRAPHICS

88%

GREAT SPRITES, BACKGROUNDS AND EXCELLENT ANIMATION.

SOUND

70%

A DIFFERENT TUNE FOR EACH EVENT, THOUGH NONE ARE PARTICULARLY LOVLEY.

SHORT TERM PLAY

83%

TAKES A LITTLE WHILE TO LEARN THE EVENTS, BUT SOON BECOMES VERY ADDICTIVE.

LONG TERM PLAY

79%

NOT MANY EVENTS, BUT IT'S TEMPTING TO COME BACK AND BEAT YOUR RECORDS.

MEGATECH RATING

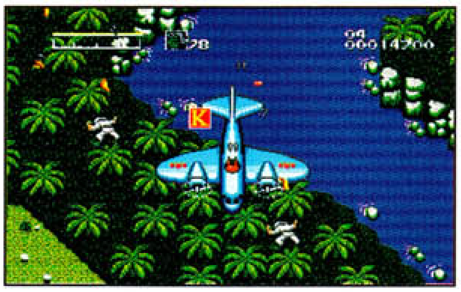
80%

AN UNUSUAL AND PLAYABLE SPORTS SIM, BUT IT COULD HAVE BEEN BETTER.

CALIBE

BY MENTRIX
PRICE: IMPORT
FORMAT: 4M–BIT ROM
PLAYERS: 1
GAME TYPE: SHOOT 'EM UP
CONTINUES: 3
SKILL SETTINGS: 3
RESPONSE: SLOW

Vietnam wasn't all Marvin Gaye and Robin Williams, y'know. In between the musical interludes there was a bit of a war going on and no-one knows that better than Captain John Addis, who was right in the thick of it. Under less trying circumstances he would have been flying above it in his heavily-armed jet fighter, but a direct hit from a North Vietnamese surface to air missile put a stop to all that.

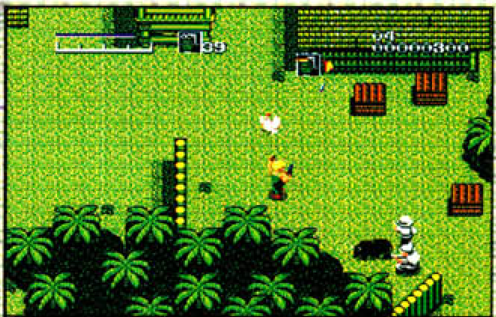


Luckily Cap'n John escaped the crash, but now, with his plane in small bits, he has to wend his way back to the nearest friendly airbase. Multiple miles of VC-occupied jungle and desert (?) terrain lie between him and safety, but with God and a trusty .50 calibre machine gun at his side, he stands, oh, a fair chance of survival.

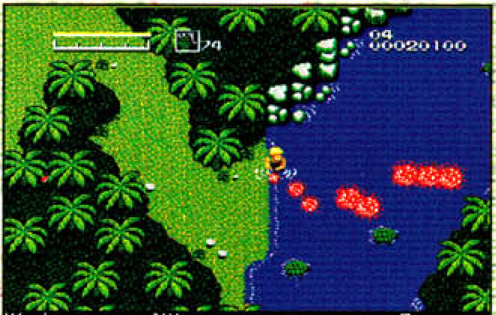
PAUL'S COMMENT

Cal 50 has been in the pipeline for quite some time now and perhaps it would have been best if the finished product had simply been flushed out of the pipeline. The graphics look more like Caliber Master System, with flickery sprites and, once things get busy, more slow down than you can believe. Likewise, the sound is of a low quality, the music is insipid and the effects lack power. For some strange reason, though, the gameplay is quite entertaining for a while, perhaps it's to see what other giant beast or incongruous background will appear next. The trouble is, it's all very easy, even when you account for the awkward control method, and once you have completed it you will feel no desire to ever play it again. Caliber 50 isn't necessarily a dire product, it's just that there's no reason why anybody would want to buy it when there's a much better game like Mercs on the shelves.

TORTOISE-SHELL SHOCK



THE POT-BELLIED PIG DOESN'T REACT WELL TO BULLETS AND KEELS OVER WHEN YOU SHOOT IT. THE CHICKEN, HOWEVER, HAS MORE THAN A DEGREE OF BULLET PROOFNESS.

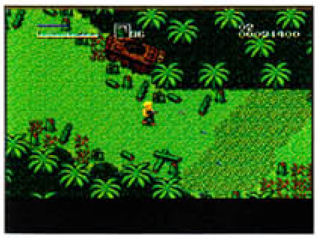


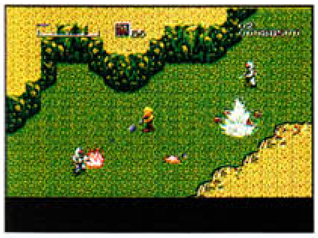
WHAT'S FRYING TONIGHT? WELL IT LOOKS LIKE TURTLE FROM HERE. ZAP THEM AND THEY FLIP ONTO THEIR BACKS AND ARE A HAZARD NO MORE.

Despite the fact that the Vietnam war was fought in jungle terrain crawling with murderous natives, the animals are the deadliest threat in Cal 50! Livestock such as chickens and pigs offer little threat, a single shot from a rocket launcher is enough to send them packing, but the three giant skull-throwing underground baboons are as hard as nails, and the giant bouncing tortoise found in the desert is quite possibly what led to the eventual American withdrawal, such is its shell-clad hardness.

R .50

REVOLVER





John's top elite firearm skills allow him not only to point his weapon at his enemies and shoot them dead nine times out of ten, he can also run in one direction while firing in another! To make this easy there are two selectable control methods. The first uses the A and C buttons to swing the gun left and right. The second method has the gun following you as you turn, with A or C locking it in position. This method is best for beginners, but it's not much good in tricky areas.

ALTERNATIVELY

MISSION
2
SCORE
52660
TIME
160
LIFE
01

MERCS

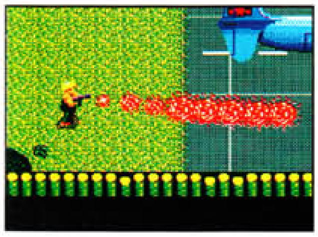
PRICE: IMPORT

BY: CAPCOM

The best Commando clone around, Mercs is a challenging conversion of the coin-op and sports great graphics, sound and enjoyable and challenging gameplay.

MEGATECH RATING:90%

FIREPOWER



Having a bog-standard bang-stick is okay, but for real power it has to traded in. Grabbing bullets, powers your weapon up to maximum. Collect any more and your gun is swapped for something even more deadly, such as the rocket launcher and, deadliest of all, the flame thrower.

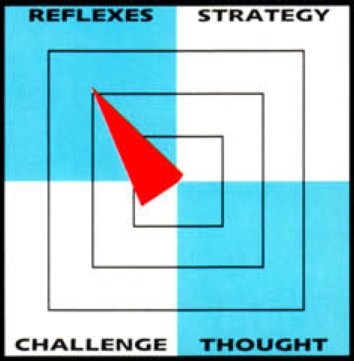
Addis is also armed with a limited supply of hand grenades which are released whenever you take your finger off the fire button. Watch out for the Super Grenades, which scorch twice as much earth as your usual brand (even at lower temperatures).

MARK'S COMMENT

Cal .50 failed to impress anyone in the arcades, and succeeds in being just as poor on the Megadrive. The computer's strategy is based entirely on unfeasible amounts bullets headed in your direction, and almost unavoidable surprises, such as the fighter planes whose bullets strafe your character yonks before the plane appears. The graphics are as sad as the gameplay, the sprites are totally awful and the bosses laughably bad, and the flickering and slowdown makes for the most impressive example of bad programming I've ever seem. This is definitely one of the worst games ever to appear on the Megadrive. Let's hope Mentrix get their act together, or go bust.

THANKS TO...
...Console Concepts of Stoke (TEL 0782 712759) for the loan of the Calibre .50 cartridge used in this review

CALIBER .50



% RATINGS

0 50 100

PRESENTATION

78%

ANIMATED STORY AND SOME OPTIONS TO GO WITH IT.

GRAPHICS

37%

SMALL, SHABBY SPRITES WITH LITTLE ANIMATION, GROTTY BACKGROUNDS, UNFORGIVABLE FLICKER AND SLOW-DOWN.

SOUND

32%

BLAND TUNE OUT OF KEEPING WITH THE "ACTION" AND A FEW QUIET, DULL EFFECTS.

SHORT TERM PLAY

72%

IT'S QUITE A LAUGH AT FIRST('LAUGH' BEING THE OPERATIVE WORD).

LONG TERM PLAY

43%

THE COMEDY VALUE SOON WEARS OFF, HOWEVER, AND WHAT'S LEFT ISN'T WORTH A BEAN.

MEGATECH RATING

41%

A SAD—LOOKING GAME WHICH IS APPEALING IN THE SHORT TERM, BUT GROWS TIRESOME QUICKLY AND DOES NOT JUSTIFY PURCHASE.

F1 GRAN

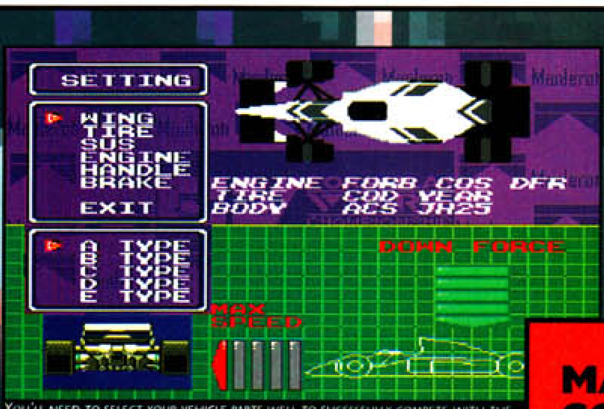
BY VARIE
PRICE: IMPORT
FORMAT: 4M–BIT ROM
PLAYERS: 1
GAME TYPE: DRIVING
CONTINUES: N/A
SKILL SETTINGS: 1
RESPONSE: POOR

A formula one driver's lot is a dangerous one. Racing around at breakneck speeds with their bums mere inches from the track, and several dozen gallons of highly flammable fuel stashed behind their heads, then there's the other drivers to contend with.

F1 Grand Prix is the safe, home, alternative. Like F1 Circus (reviewed over the page) it's top-view driving action, and bases much of the gameplay around fast scrolling. You can customise your car to your own needs, by changing the suspension, steering, tires and even the engine. Once your car is ready strap yourself in and compete for the world championship.

SPEED SHOP

Customise your vehicle via this detailed options menu. First you select the area you want to change, such as engine or tyres, then a sub-menu comes up to show you diagrams and power gauges detailing the effects your alterations. Once you're satisfied with your work you can take it for a test run.

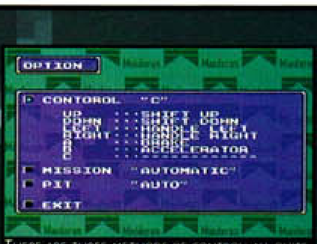


SETTING
WING
TIRE
SUS
ENGINE
HANDLE
BRAKE
EXIT

ENGINE FORB COS DFR
TIRE COD YEAR
BODY ACS JR25

A TYPE
B TYPE
C TYPE
D TYPE
E TYPE

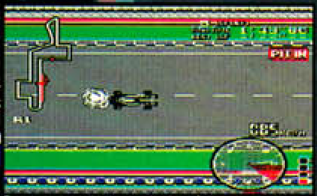
You'll need to select your vehicle parts well to sucessfully.compete with the other racers.



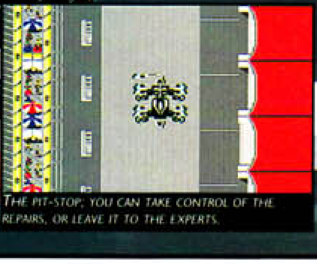
OPTION
CONTOROL "C"
UP ::: SHIFT UP
DOWN ::: SHIFT DOWN
LEFT ::: HANDLE LEFT
RIGHT ::: HANDLE RIGHT
A ::: BRAKE
B ::: ACCELERATOR
C :::
MISSION "AUTOMATIC"
PIT "AUTO"
EXIT

There are three methods of control; all quite impressive, and equally difficult!

Well, this is what any decent race-bred engine should look like — just make sure you make the right choice.



Smoke trailing behind you isn't a good sign— you're braking too hard!



The pit-stop; you can take control of the repairs, or leave it to the experts.

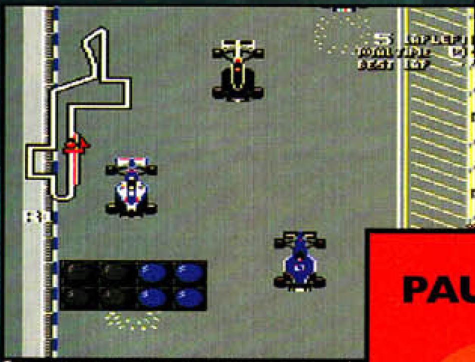
MARK'S COMMENT

Put side by side with F1 Circus, Grand Prix can't compete. While it has some smart graphics and smooth scrolling, the tracks are very poorly laid out. Whoever designed them only had an eye for 90° angles, which makes for bends that have to be negotiated at minimum speed. The poor controls don't help much either. The response is sluggish, which causes plenty of problems as the tracks scroll so fast. Frankly I've seen more playability in a mouldy chip, this game is so badly designed that there just isn't room in this box to point out all the flaws. By all means check out F1 Circus, just make sure you leave this one well alone.

PRIX

CAR WARS

Although GP cars are quite hardy, there is a limit to the punishment they can take. If you slide around a corner at high speed, you're quite likely to damage your tyres. Likewise the chassis and suspension suffer if you persist in colliding with roadside objects and other cars. Thankfully you can pull into the pits for some quick repairs and watch digitised images while your car gets patched up. If you think you're up to it, you can even take control of the repairs yourself, deciding what areas in need of the most work.



TRY TO KEEP YOUR VEHICLE GOING IN A STRAIGHT LINE — IT'S HARDER THAN IT SOUNDS.

セッティング
テストラン
オプション
マシン
コース
レース
DRY

IF YOU CAN READ JAPANESE — GREAT! IF NOT, YOU'LL HAVE TO WORK IT OUT FOR YOURSELF.

THIS IS WHAT GOES ON AT THE PIT-STOP; THE PRETTY PICTURES WILL HELP RELIEVE YOUR FUSTRATION AT HAVING BOUGHT SUCH A DUFF GAME.

ALTERNATIVELY

F1 CIRCUS

PRICE: IMPORT

BY: NICHIBUTSU

Although it's similar to F1 Grand Prix, Circus is far superior being more responsive and better designed. There's a full review on page 34.

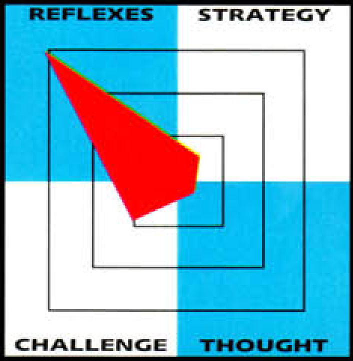
MEGATECH RATING:80%

PAUL'S COMMENT

While this looks a lot better than F1 Circus, I'm afraid it doesn't play as well. The car and track graphics are nicely detailed but they're all too big, so there's not enough room on the screen to give a good view of the road ahead. What makes this even worse is the fact that the display is wider than it is high, so it's actually easier to drive across the screen than it is to drive up it simply because you can get more warning of an oncoming bend. Like F1 Circus, this has a lot of interesting simulation-type stuff, but F1 Circus gave me a much better feeling of being in control of a car so I'd recommend that instead.

THANKS to Console Concepts (0782 712 759) for the loan of this review cartridge.

F1 GRAND PRIX



% RATINGS

0 50 100

PRESENTATION

92%

ANIMATED ATTRACT SEQUENCE, LOADS OF OPTIONS, AND ALL VERY WELL PRESENTED.

GRAPHICS

87%

SPRITES ARE WELL-SIZED AND DETAILED, THE SCROLLING IS SMOOTH, AND BACKGROUNDS ARE WELL DRAWN.

SOUND

63%

BLEEPY, WEEDY TUNE 'PLAYS' OVER SHAMBOLIC EFFECTS.

SHORT TERM PLAY

50%

FUSTRATING CONTROLS AND PLAIN STUPID COURSES PUT YOU RIGHT OFF AT THE START.

LONG TERM PLAY

43%

IT DOESN'T GET ANY BETTER, EITHER.

MEGATECH RATING

48%

A POOR EXAMPLE OF THIS TYPE OF GAME WHICH WILL ONLY APPEAL TO TRUE MASOCHISTS.

F1 C

BY NICHIBUTSU
PRICE: IMPORT
FORMAT: 4M–BIT ROM
PLAYERS: 1
GAME TYPE: DRIVING
CONTINUES: BATTERY SAVE
SKILL SETTINGS: 1
RESPONSE: SUPERB

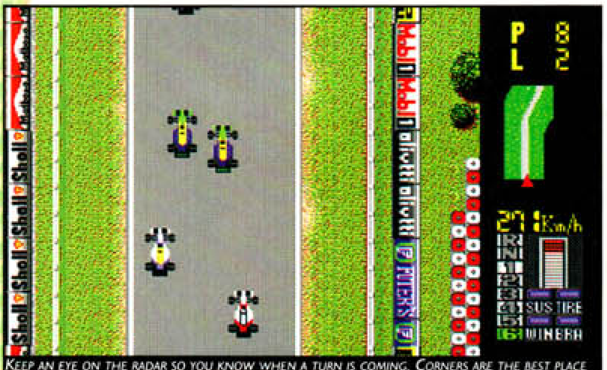
Ah! Grand Prix racing! The thrill of the open road, the squeal of protesting tyres and the deadly, high speed crashes. Previously, this world of excitement, danger and pain was open to only a select few, namely those who are really good at driving cars, but now anyone can be a GP champion with F1 Circus from Nichibutsu.

F1 CIRCUS MD
Nichibutsu
©1991 NIHON BUSSAN CO.,LTD

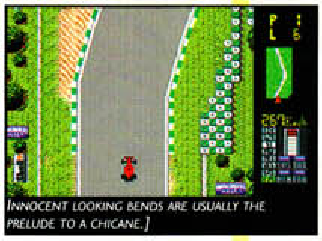
The world's most famous circuits are here in all their glory, from Silverstone to the legendary Monaco Grand Prix run itself! Choose to drive either a single race or enter the world championship in an attempt to defeat all the planet's top racers and become the number one driver around. All this could not be done, however, without your skilled team of mechanics and engineers. You also play the part of these behind-the-scenes men, customising your vehicle and repairing your car whilst it is in the pits!

NICHIBUTSU SCHOOL OF MOTORING

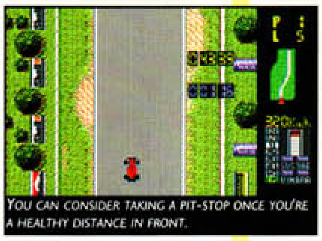
Before tackling the World Circuit, it's advisable to try the practice option. This takes the more challenging bends and chicanes from a number of tracks and puts them together into two courses. Once you have beaten all the times, you are proclaimed championship material. The Megadrive dishes out nuggets of wisdom to help incompetent drivers, but the trouble is they're all in Japanese, so unless you can read the language you'll just have to guess at what you're doing wrong.



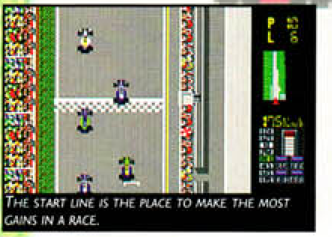
Keep an eye on the radar so you know when a turn is coming. Corners are the best place to overtake, they're also the easiest places to crash.



Innocent looking bends are usually the prelude to a chicane.]

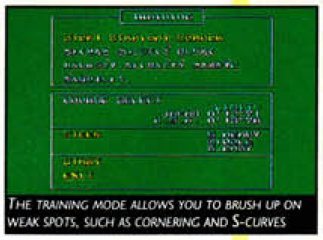


You can consider taking a pit-stop once you're a healthy distance in front.



The start line is the place to make the most gains in a race.

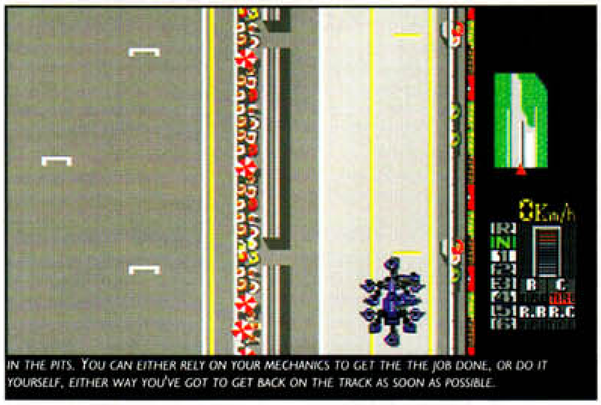
Despite the tips being in Jap, the training mode is still a very useful feature.



The training mode allows you to brush up on weak spots, such as cornering and S-curves

RCUS

PIT-STOP ACTION



IN THE PITS. YOU CAN EITHER RELY ON YOUR MECHANICS TO GET THE THE JOB DONE, OR DO IT YOURSELF, EITHER WAY YOU'VE GOT TO GET BACK ON THE TRACK AS SOON AS POSSIBLE.

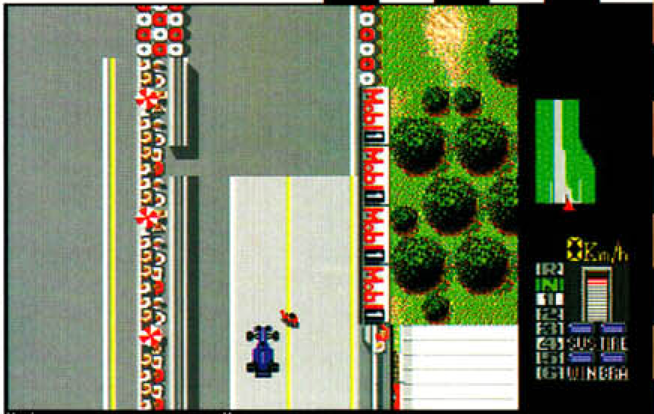
"Just like real life", the success or failure of a driver on the track hinges upon the prowess of his mechanics. Drive your car too hard and the warning lights at the bottom-left of the screen light up to show which systems (suspension, tires, wings and brakes) are about to fail. Any damage can reduce the speed of your car or result in it becoming uncontrollable, but a quick pit stop can put things to rights.

Of course, this costs you precious time, how much depending on the state of the car. If you think the automatic pit crew are a bit slow, you can switch over to manual and control the pit operations yourself by deft use of the directional button.

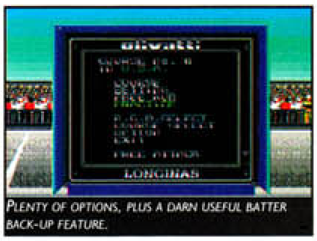
MARK'S COMMENT

This looks awful, but what it loses in sprites it makes up for in speed. The game is extremely fast, and it's this factor that makes it playable. If you can get a decent way along a track without crashing on your first go, it's usually down to blind luck. The bends and turns come fast and frequent, catching out the unwary driver. Fortunately the controls are more than adequate, being very responsive and easy to access. Another thumbs up has to go to the battery back-up and the amount of options. Don't be put off by the poor graphics, F1 Circus is extremely good.

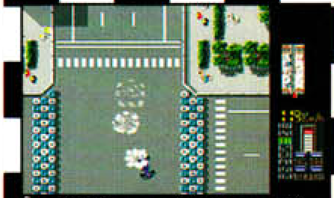
PRACTISE MAKES PERFECT



YOU'RE READY FOR YOUR PRATICE LAP. YOUR TIME HERE DETERMINES YOUR POSITION ON THE STARTING GRID FOR THE MAIN RACE.

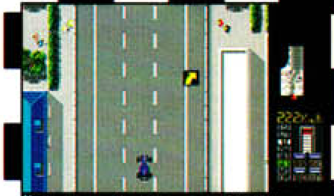


PLENTY OF OPTIONS, PLUS A DARN USEFUL BATTER BACK-UP FEATURE.

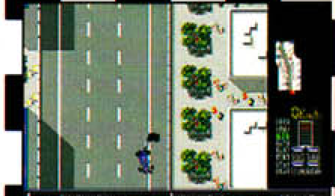


BOUNCING YOUR CAR OFF OF WALLS AND OTHER VEHICLES IS NOT ADVISABLE

As in real GP racing, you are allowed to take any number of practice laps on a course before the race. It's generally a good idea to take advantage of this function to get to know every course intimately before you take it on properly. Even if you've played it a lot and reckon you know everything about the circuit, you only need to forget one hard corner and it's an early bath for you (probably in the nearest casualty ward).

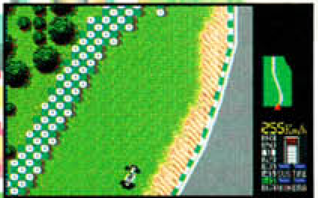


KEEP AN EYE OUT FOR THE COLOURED MARKER ARROWS. RED DENOTES A REALLY SHARP CORNER



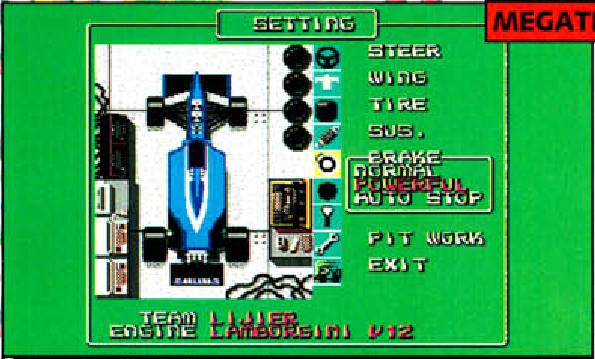
A BLACK FLAG MEANS YOU'VE HAD A SERIOUS PRANG. RACE OVER BUDDY

REFIT YOUR CAR

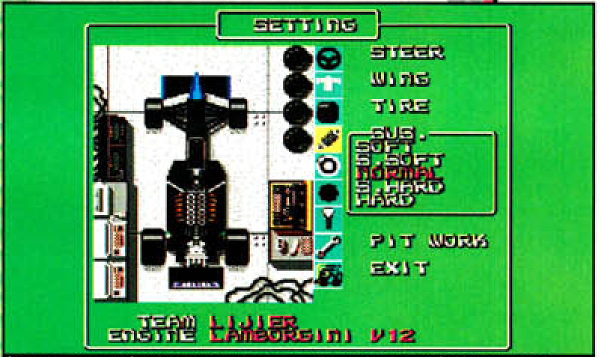


OFF-ROAD DRIVING PLAYS HAVOC WITH YOUR TIRES, SO BE CAREFUL ON CORNERS.

Before each race, you are given the option to modify your car to suit your driving style. If you want ultra-light steering so you can spin on a sixpence then feel free to select the required option. However, there's a down-side to certain improvements, if you choose a very hard suspension, for example, you're acceleration will benefit, but your car will only be able to ride a few bumps before needing a pit stop.



TIRES HAVE TO BE CHANGED TO SUIT ADVERSE WEATHER CONDITIONS, AS DOES SUSPENSION AND BRAKES. THE REST OF THE CAR CAN BE ADAPTED TO YOUR OWN TASTE.



AS MOST PEOPLE AREN'T VERY PROFICIENT IN FORMULA ONE MECHANICS, YOU'RE GIVEN A LIST OF MODIFICATIONS YOU CAN MAKE TO EACH AREA TO MAKE THIINGS MORE UNDERSTANDABLE

ALTERNATIVELY

LAP TIME
YOUR POSITION: 15TH
LAP 1/5

SUPER MONACO GP

PRICE: £34.99

BY:SEGA

Easily the best Megadrive driving game. It has all the grapics, speed and thrills of the coin-op, plus a password system. An essential purchase.

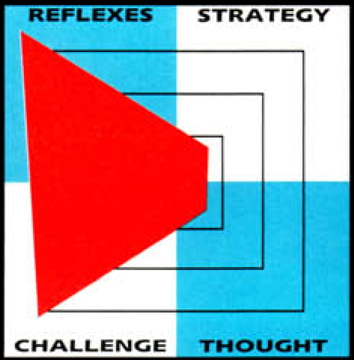
MEGATECH RATING:92%

PAUL'S COMMENT

Compared to Super Monaco GP this looks cruddy, but in fact it's quite a really playable racing game. The vast array of options, particularly those concerning the modification of your car, add a lot of depth to the proceedings, and completing the world championship is a real challenge. Although the graphics and sound of F1 Circus border on poor, the playability is something else. The controls are fluid and responsive and the courses differ not just in layout (with some tracks being particularly tortuous) but also in scenery, stopping the game from getting too repetitive. If you're after a racing game more in the mould of Scalextric as opposed to the Out Run-view racers so common to the Megadrive, ask your local importer for a copy of F1 Circus.

THANKS to Console Concepts (0782 712 759) for the loan of this review cartridge.

F1 CIRCUS



% RATINGS

0 50 100

PRESENTATION

90%

HEAPS OF OPTIONS TO TWEAK, AND BATTERY BACK-UP SO YOU CAN SAVE YOUR POSITION.

GRAPHICS

68%

THE SCROLLING IS FAST AND VERY SMOOTH, BUT THE SPRITES AND BACKGROUNDS ARE A BIT WEEDY.

SOUND

69%

RACING TUNES GRATE AFTER A WHILE, AND THERE AREN'T MANY SOUND EFFECTS.

SHORT TERM PLAY

76%

AT FIRST, IT'S A LITTLE FAST TO COPE WITH, AND IT MAY TAKE A WHILE TO BUILD A CAR TO SUIT YOU.

LONG TERM PLAY

82%

ONCE YOU GET USED TO THE CONTROLS AND HANDLING, F1 CIRCUS IS A GREAT WAY TO SPEND A FEW HOURS.

MEGATECH RATING

80%

AN ENJOYABLE AND FAIRLY ORIGINAL RACING GAME WITH A LOT TO OFFER.

READY
STEADY
GO!

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

GAMEBOY

GAME GEAR

LYNX

PC ENGINE GT

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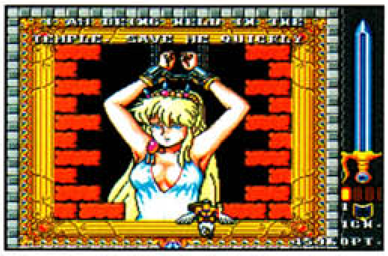
GO! Grab it quick - it's going fast!

PHEL

BY SEGA
PRICE: £34.99
FORMAT: 4M–BIT ROM
PLAYERS: 1
GAME TYPE: SHOOTING
CONTINUES: 3
SKILL SETTINGS: 2
RESPONSE: GOOD

Apollo and Artemis are your typical Greek God and Goddess in wedlock – an existence of cosmic rule, smiting mortals and generally having a good time at the expense of the world. Enter Typhon, god of darkness, who fancies Artemis, fails to win her over, then abducts her in a blaze of lightning and other god-type special effects. Naturally Apollo is miffed, so he digs out his trusty magic sword, revs up legendary flying horse, Pegasus, and sets out to free his old woman.



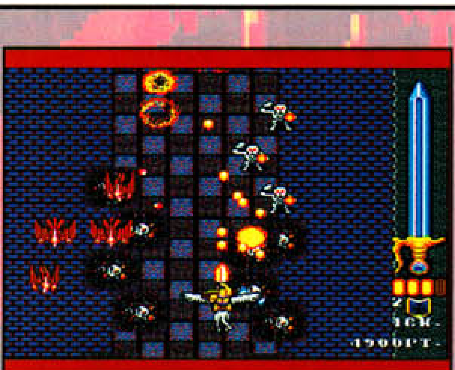
Apollo has to swoop over seven lands, vanquish the guardians of the seven temples of doom, then gather together the seven pieces of Phelios, the magic sword and give it to Typhon where it hurts.

HORSEPLAY

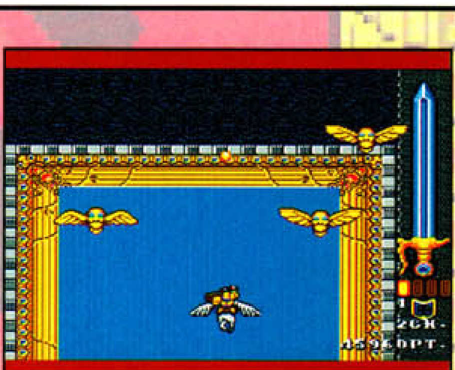
As anyone will tell you, riding a flying horse through crowds of mythological monsters is a dangerous business, even a deity like Apollo can only stand four hits before plummeting to the ground.

Apollo's magic sword is his only defence. Rapid presses on any of the three joypad buttons unleashes mini fireballs, but holding the button powers up the sword (as indicated on the sword graphic at the right of the screen) which then unleashes a mighty bolt of celestial energy fit to knacker anything that gets in the way.

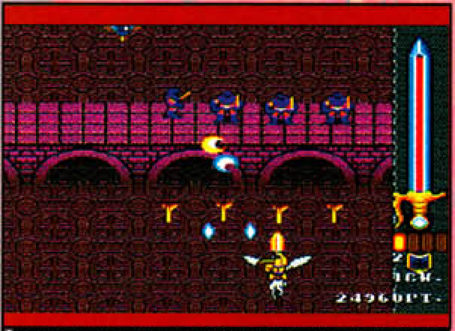
Squadrons of golden owls appear at certain points in the game, which, when shot, release a power up. Options (ie drones which follow Apollo and fire when he does) and speed-ups are plentiful, but weapons seldom appear and when they do their effect lasts only briefly.



DESTROYING A SQUAD OF ONE TYPE OF CREATURE EARNS ARTEMIS BONUS POINTS, WHICH HELP HIM AN EXTRA LIFE.



THE OWLS USUALLY APPEAR JUST AS YOU COME TO A POINT WHERE YOU NEED AN EXTRA WEAPON.



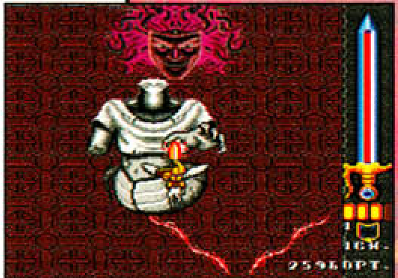
THESE CREATURES CAN ONLY BE DESTROYED BY SHOOTING THEM OFF OF THE WALL.

MARK'S COMMENT

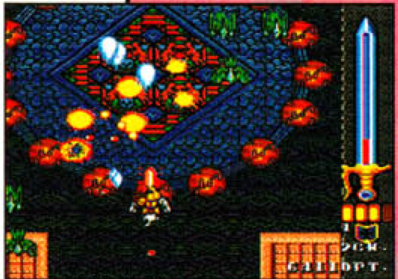
Vertical shoot 'em ups are ten a penny these days, and this one doesn't really have anything sufficiently exciting to make it stand out from the crowd. There are some nice touches, such as the dizzying parallax scrolling that appears from time to time, but that doesn't add much to the playability. The easy-to-learn attack waves and predictable bosses make the game itself quite easy and unexciting, and once I'd played through five or six levels I was too bored to continue. Personally I'd advise you to hold onto your money and check out some of the more playable shoot 'em ups like Gaiares or Thunderforce Three.

IOS

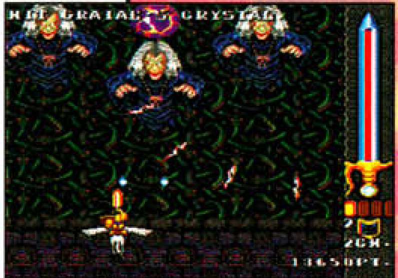
PERVERTED MONSTERS



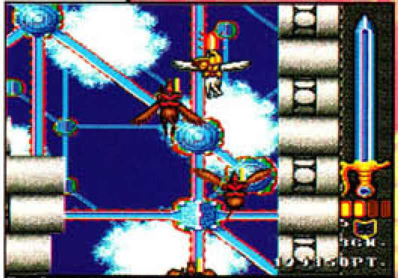
MEDUSA'S THE FIRST CREATURE YOU FACE. AVOID HER GAZE AND PUMMEL HER HEAD WITH WITH POWERED-UP FIRE BALLS.



TO DESTROY THIS GUARDIAN YOU HAVE TO FLY INTO THE CIRCLE AND BLAST THE CREATURES.



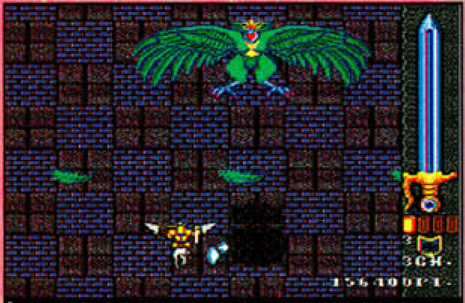
IT'S THE GRAIAE. BLAST THEIR ARMS, AND THEIR HEADS FOLLOWED BY THE CRYSTAL BEHIND THEM.



THE GRIFFON KNIGHTS ATTACK FROM BEHIND. LEAD THEM INTO THE WALLS TO DESTROY THEM.

At the end of each level Apollo swoops into one of Typhon's temples to do battle with a demigod. These take the form of mythological baddies which have been messed around a bit to turn them into shoot 'em up-type bosses.

For example, the Graiae, previously three old blind crones who could only see through their magic eye crystal, have become three gigantic monsters with detachable heads and arms who spit clouds of daggers. Not quite what the ancient Greeks believed, but Sega would probably get complaints if you had to shoot three little old blind ladies in their games.

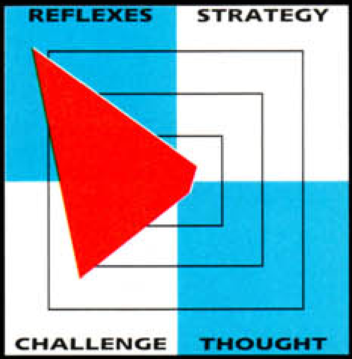


SIREN STARTS OFF AS A WOMAN BEFORE TRANSFORMING INTO THIS PARAKEET-TYPE CREATURE. SHOOT IT INTO THE BODY TO ROAST IT.

PAUL'S COMMENT

The problem I have with these very ordinary games is that they never have any features worth commenting on. I suppose the most interesting thing about Phelios is the unusual Greek myths scenario, but I don't think anyone buys a game because they like the storyline. This seems competently programmed – smooth scrolling, pleasant graphics, fair sound – and it's quite playable, but I'm afraid I've seen it all before in more exciting forms, and I'm sure most Megadrive players have too. There are some classic Megadrive shooters on the official release launch pad (Hellfire and Zero Wing for example), so I'd recommend you hold onto your cash and wait for those rather than splurging on Phelios.

PHELIOS



% RATINGS

0 50 100

PRESENTATION

80%

NICE BETWEEN — LEVEL SCREENS AND A FOUR — LEVEL BEGINNER MODE.

GRAPHICS

74%

SMALL, TIDY SPRITES AND SOME NICE BACKDROPS.

SOUND

72%

GOOD TUNES BUT AVERAGE SOUND EFFECTS.

SHORT TERM PLAY

75%

PLAYABLE, BUT A BIT TOO EASY TO BE ADDICTIVE...

LONG TERM PLAY

69%

SHOULDN'T TAKE TOO LONG TO COMPLETE.

MEGATECH RATING

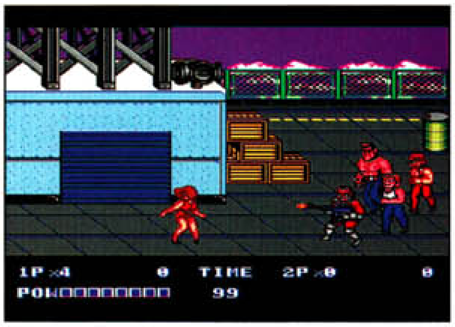
70%

AN UNUSUAL BUT UNEXCITING VARIATION ON THE VERTICAL SHOOT 'EM UP THEME.

DOUBLE DR

BY PAL SOFT
PRICE: IMPORT
FORMAT: 4M–BIT ROM
PLAYERS: 1–2
GAME TYPE: BEAT 'EM UP
CONTINUES: 5
SKILL SETTINGS: 3
RESPONSE: DIRE

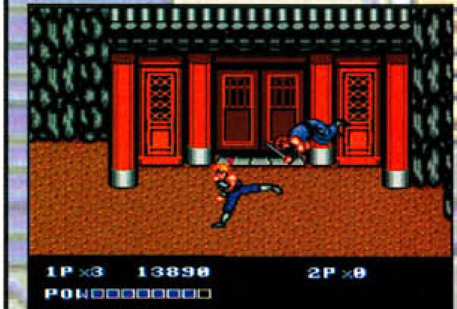
After successfully rescuing his girlfriend in the original Double Dragon, Billy Lee thought he was in for a quiet life. Wrong! Whilst out running up some bills on her husband's credit card, Mrs Lee stumbled into the intro of Double Dragon 2 and came face to face with a gang known as the Black Warriors. The Warriors, out to avenge their defeat in the first game, tested Mrs Lee's resistance to machine gun fire at close ranges.



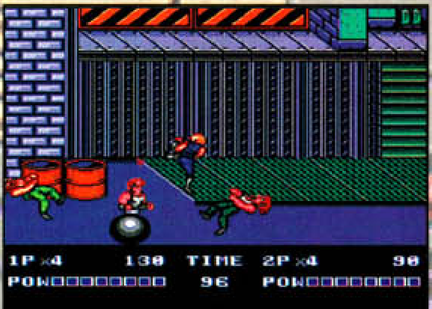
After the funeral, Billy and his brother Jimmy donned their streetwise (but now slightly out of date) outfits and set out for revenge. All they're missing is a wah-wah sound track and 24 inch flares.

HE'S BEHIND YOU!

DD 2 has an interesting control system which is based on the direction your character is facing. If he's facing left A punches forward and C is used for reverse and mule kicks, while B performs a highly ridiculous looking jump. Whacking the right combination of buttons produces throws and a smart backbreaker which eliminates most opponents.



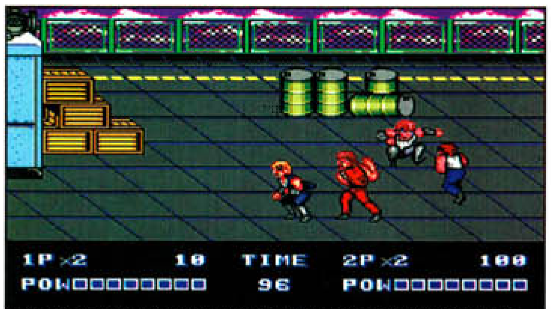
STICKING TO ONE MOVE IS USUALLY MORE EFFECTIVE THAN COMBINATIONS.



THE JUMPING SPIN-KICK IS THE BEST MOVE TO USE WHEN YOU'RE CORNERED.

TWO–PLAYER MODE

Despite the advantage of only being slightly outnumbered as opposed to totally outnumbered, having a team mate is a bit of a draw back. For a start you have to share your credits, and having an extra character on screen slows the game down considerably when you come under attack.



SHOULD YOU FEEL INCLINED, YOU CAN WHACK YOUR PARTNER IN THE TWO-PLAYER GAME.

1P x2 190 TIME 2P x2 34
POW 96 POW

MARK'S COMMENT

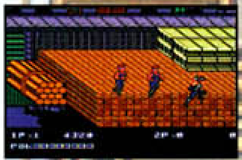
To say this game was of the lowest quality would be the understatement of the decade. It looks, sounds and plays like a substandard Master System game. For a start the controls are appalling. When you get over the initial confusion thrown up by the way the moves swap, you realise how slow the character responds to commands. If only the gameplay was as varied as the control system, but no, each level has you facing off against a couple of enemy groups followed by a boss who uses practically the same tactics as all the other bosses. Nearly all of the graphics are badly defined and animation is almost nonexistent and to cap it all unless you forget to plug in your joypad or open your eyes, you should be able to complete this on your second or third go. If you only buy one beat 'em up this year, make sure it isn't this one.

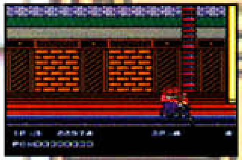
AGON 2

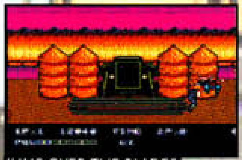
FALL GUYS

A constant threat to our hero's mission is falling off platforms. For all their Kung Fu skills, they're all too vulnerable to plummeting off the bottom of the screen. Level three is particularly nasty, featuring a very thin strip of nothing at the base of the screen.

Another major-league hazard is a combine harvester, which assails Billy and Jimmy on level three. Avoiding its blades is made even tougher by two in-bred red-neck farmer types, who are intent on breaking heads with their shovels.







JUMP OVER THE BLADES TO AVOID A SLICEY-TYPE OF DEATH.

ALTERNATIVELY

STREETS OF RAGE

PRICE: IMPORT

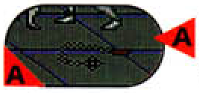
BY:SEGA

Still the best Double Dragon—type beat 'em up—even better than this official licence!

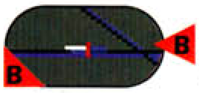
MEGATECH RATING:92%

GORE–ZONE

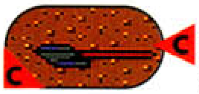
Naturally there are plenty of weapons to pick up, providing you've can relieve their owner of them first.



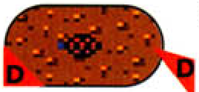
A **Mace** - A spiky ball on the end of a chain. Headaches a-plenty.



B **Knife** - Throw it or stab with it. A versatile weapon to be sure.



C **Shovel** - Not exactly common to weapons almanacs, but handy all the same.



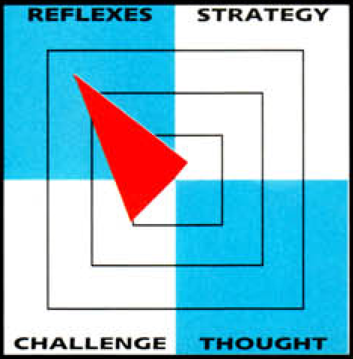
D **Grenade** - Lob it and run!

E **Log, Box and Cannon ball** - Pick 'em up and chuck 'em around.

PAUL'S COMMENT

If I hadn't been using a Megadrive controller I could've sworn I was playing the Commodore 64 version of Double Dragon II. Duff graphics, duff sound, very duff controls and exceedingly duff action say "duff game" to me. It's a small mercy that you don't have to suffer this computer torture for long because the game takes about 20 minutes to complete on your first go. A game's two player mode can often save it from being completely crap but Double Dragon II's actually makes things worse! The action slows down and it's all too easy to smack your co-fighter by mistake, which is funny the first time but annoying as it happens time and time again. No matter how much you liked the coin-op avoid this conversion like the plague.

DOUBLE DRAGON 2



% RATINGS

0 50 100

PRESENTATION

54%

AN OPTION SCREEN AND LITTLE ELSE.

GRAPHICS

45%

AWFUL SPRITES AND REALLY DIRE BACKDROPS.

SOUND

52%

SAD SOUNDTRACK AND EFFECTS.

SHORT TERM PLAY

50%

FUSTRATING TO BEGIN WITH AND IT JUST GETS WORSE.

LONG TERM PLAY

30%

EASY TO COMPLETE, AND DULL TO BOOT.

MEGATECH RATING

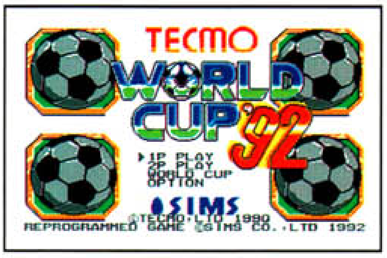
39%

DEFINITELY A CONTENDER FOR THE MEGADRIVE HALL OF SHAME.

WORLD C

BY TECMO
PRICE: IMPORT
FORMAT: 4M-BIT ROM
PLAYERS: 1–2
GAME TYPE: SPORTS
CONTINUES: N/A
SKILL SETTINGS: 5
RESPONSE: OKAY

Previously it has taken twenty-two men, a muddy field, some rain, a ball and an old man with a dog to have a proper game of football. Now you can recreate all the excitement of the game on your Megadrive (except the dog) with this conversion from the country that knows all about soccer – Japan.

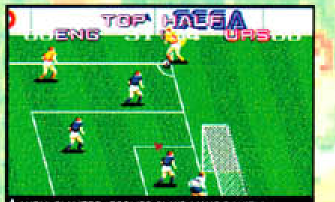


In a shock move, World Cup officials have brought forward the date of the next world cup to later this year, simply to coincide with this latest release from Tecmo. Obviously they were so impressed by the Tecmo World Cup '90 coin-op that they couldn't wait another two years for the Megadrive conversion to be released.

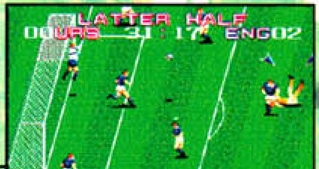
Tecmo World Cup '92 is a horizontally scrolling rendition of the sport, with the customary three-quarters overhead view to give the screen "depth", allowing players to move in any of eight directions.

A BICYCLE KICK IN THE BOX

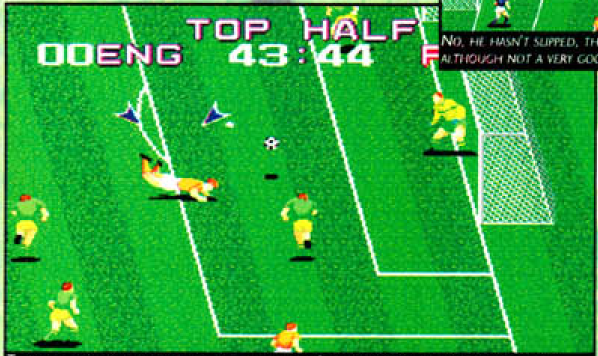
Being top international teams you have at your command a large number of smart footballing moves. Your repetoire includes such old favourites as passing the ball to your team mates or attempting to get it into the goal with a hefty kick. More complex moves are available, but they're much trickier to perform. For instance to try a bicycle kick in the box ("Oo-er!", etc) you must first pass to the striker with the shoot button and then shoot once more as the ball reaches the forward-most player.



A WELL PLANTED CORNER PLAYS HAVOC WITH DEVENSES.



NO, HE HASN'T SLIPPED, THIS IS A BICYCLE KICK, ALTHOUGH NOT A VERY GOOD ONE.



THIS MAY LOOK LIKE A DIVING HEADER, BUT, IN FACT IT'S, A REALLY STRANGE TYPE OF KICK WHICH INVOLVES THE PLAYER THROWING HIMSELF TO THE GROUND THEN FLICKING THE BALL WITH HIS HEELS.

MARK'S COMMENT

As a two player arcade machine, Tecmo World Cup was quite a jape. For 20p you recieved a couple of minutes of highly unrealistic, but nevertheless entertaining, football action. Unfortunately without the spirit of competition a human opponent provided, Tecmo WC was sadly lacking and this is also the case with the Megadrive version. It's far too easy to take and lose the ball. It's impossible to run around opposing players. In short, the only tactics which reap any rewards are to hoof the ball as far upfield as possible and never retain it for more than a second, even this is made difficult by the telepathic opposition and their habit of materialising on top of you. Even the two player mode has lost it's appeal due to the flawed collision detection. This is the same collision detection responsible for fifty percent of fair goals becoming corners. By default this is the best one player soccer game on the Megadrive, but that doesn't mean it's good. If you're after a footie game hang tight for Kick Off and avoid this tragedy.

UP '92

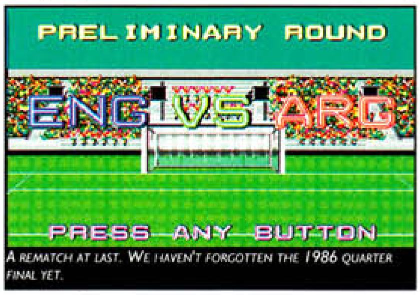
PAUL'S COMMENT

Tecmo World Cup is football at it's most basic, with action that goes from end to end with nothing in between. What usually happens is Player A steals the ball and uses a rapid succession of passes to get to Player B's goal. He shoots! Unfortunately Superman is playing in goal and having read the mind of Player A when he was crossing the half-way line, he is already standing in the correct position to save the shot or telekinetically shunt the ball over the bar when it looks like it's heading for the top corner of the net. The 'keeper then boots the ball back downfield giving Player B the chance to repeat the process in the opposite direction. There's no need for any other tactics, so there's no need to exercise any skill nor is there much scope for enjoyment. Anyone hoping for Amiga-style Kick Off thrills had better wait for the real thing rather than suffer the disappointment of Tecmo World Cup '92.

UP FOR THE CUP

They don't call this Tecmo World Cup for nothing. Along with the standard one and two-player modes, there is also a World Cup option. Select this and you are whisked into the world's premiere football tournament to play as one of 24 teams, which range in stature from the mighty Brazil to the lowly Algeria.

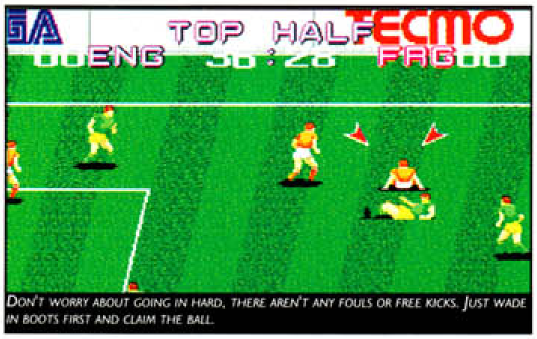
As you would expect you are first placed into a random group for the first round. Two teams from each of these groups go forward to the second round and from here the tournament becomes a series of knockout games.



A REMATCH AT LAST. WE HAVEN'T FORGOTTEN THE 1986 QUARTER FINAL YET.

TWO-PLAYER MODE

Tecmo World Cup allows two players to face each other in a one-off friendly match but only one player can participate in the World Cup. The two player mode does add a little to the enjoyment of the game although most of the same one-player criticisms apply.



DON'T WORRY ABOUT GOING IN HARD, THERE AREN'T ANY FOULS OR FREE KICKS. JUST WADE IN BOOTS FIRST AND CLAIM THE BALL.

ALTERNATIVELY

WORLD CUP ITALIA '90

PRICE: £34.99

BY: SEGA

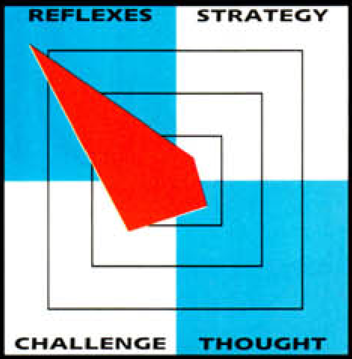
Currently, this is the only other Megadrive footy game, which has a good 2-player mode, but is ridiculously easy to beat in single player mode.

MEGATECH RATING:64%

THANKS!

THANKS TO CONSOLE CONCEPTS (0782 712759) FOR LENDING US THIS GAME USED IN THE REVIEW.

WORLD CUP '92



% RATINGS

0 50 100

PRESENTATION

73%

PLENTY OF OPTIONS AND NOT-SO-BAD IN-GAME PRESENTATION.

GRAPHICS

57%

PIN—HEAD FOOTBALLERS WOBBLE ALONG IN TWO-FRAME-ANIMATO-VISION. BACKGROUNDS ARE BLAND AND BORING.

SOUND

30%

DIG THAT CRAZY OUT-OF-TUNE BEAT WHICH BLEEPS ITSELF TO DEATH OVER THE SAME TWO EFFECTS.

SHORT TERM PLAY

69%

TO BEGIN WITH IT'S DIVERTING AND NOT ALL THAT BAD.

LONG TERM PLAY

49%

SO UNEXCITING THAT A COUPLE OF GAMES IS MORE THAN ENOUGH.

MEGATECH RATING

49%

FOOTBALL FOR THE LOBOTOMISED. HOLD ON FOR THE NEXT FOOTBALL GAME — IT CAN'T BE MUCH WORSE THAN THIS.

UNDEA

BY PALSOFT
PRICE: IMPORT
FORMAT: 8M–BIT ROM
PLAYERS: 1
GAME TYPE: SHOOTING
CONTINUES: 3
SKILL SETTINGS: 3
RESPONSE: GOOD

A curse has stricken the land (as curses are wont to do) with the result that the mouldy dead are rising from their graves, and all sorts of other supernatural monsters are terrorising honest citizens in their own homes. But there is one mortal exorcist-warrior whose name strikes terror into the pustulent, slimy hearts of the undead, Leon.

In the past, Leon has found that the key to successful exorcism is to have a large magic weapon and a shield, then go for a stroll through the haunted location shooting the ectoplasm out of anything that looks vaguely ghostly. Unfortunately, this mission consists of at least six increasingly-eerie areas simply seething with spooks, demons and boss monsters, so he'll need all his bogey-man blasting skills and the extra weapons hidden around the place, just to stay alive!

UNDEADLINE
PRESS START BUTTON
© 1989.1991 T&ESOFT inc / S.M.S
Presented by PAL SOFT

TOOLING UP

There are two types of treasure chests dotted throughout Underline's levels. Though outwardly identical, certain caskets contain a new weapon power-up, while the others hold magic potions. First shoot the casket to open it, then subsequent shots change the revealed icon into the next power-up in the series. Potions take effect straight away, and by collecting three of the same weapons your firepower is increased to maximum.

WEAPONS

Sword
Forward-firing shot which doesn't change much by powering up.

Blast
Slow-firing, but moderately powerful, exploding energy bolts.

Fire
Transforms from minuscule fire projectiles to a vicious flame-thrower.

Axe
Throw these and they return, boomerang-style. Pretty poopy.

Boomerang Blades
The only weapon you'll ever need. They home in on phantoms then slice 'em up.

Egg
Hatches out into an Option that follows you around firing at the bad guys.

Daggers
Multi-way throwing weapon which fires in five directions at full power.

Diamond
Not a weapon, but it awards you a stack of points.

POTIONS

Clear
Rids you of all amassed weaponry. Not very useful at all.

Blue
Replenishes one of your three life segments. Very handy.

Red
Robs you of one of your three life segments. Not very useful either.

Orange
Provides a very brief period of invincibility. So brief that it's not actually much use.

Winged Boots
Increase's Leon's agility (ie how fast he can run around the screen)

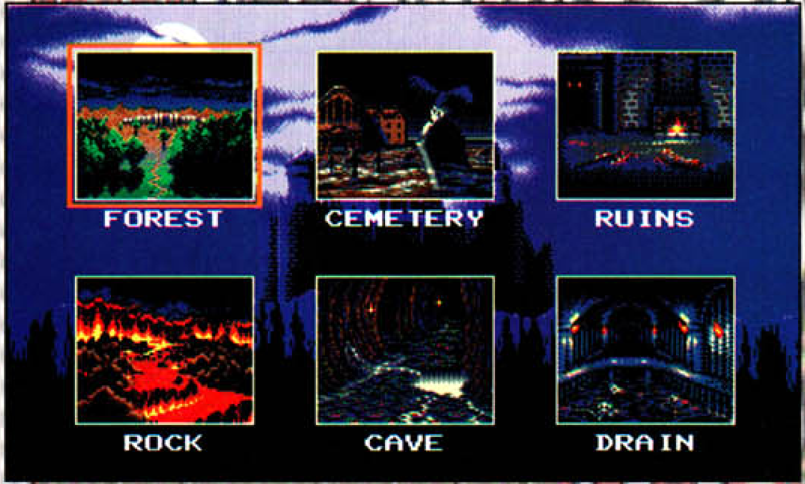
Lead Boots
Decreases Leon's agility to that of a delirious slug. Best avoided.

Force Field
A protective bubble surrounds Leon temporarily shielding him from danger.

DLINE

THE SCENIC ROUTE

Undeadline's six levels don't have to be completed in order, though it obviously helps to complete easy levels first so that you can start the tough levels with fully powered up weapons.



STAGE 1 - THE FOREST

Not much in the way of hazards. There's a rather large rock-creature at the end.

STAGE 2 - THE CEMETERY

First off there are tombstones that release ghosts when shot. After that a teleporting wizard appears to chuck lightening bolts at you. Finally there's Death, who's a bit of a push-over really.

STAGE 3 - THE RUINS

Not much happens here, a few sliding walls and a giant skeletal creature at the end of the level.

STAGE 4 - THE ROCK

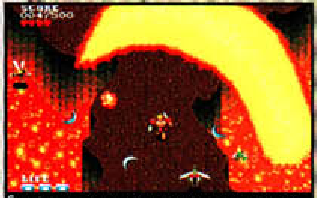
Fire, brimstone and plenty of things to kill. No mid-level boss, but there's a gigantic flame column complete with arms that more than compensates for the rather easy level.

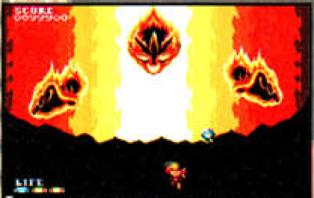
STAGE 5 - THE CAVE

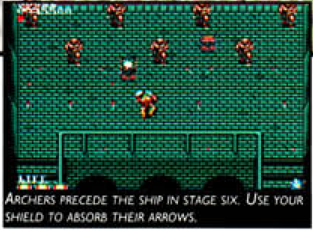
Falling stalactites and exploding stalagmites start the level. A Dracula-esque beast has a pop at you mid-way, then there's a rather large dragon to finish the stage.

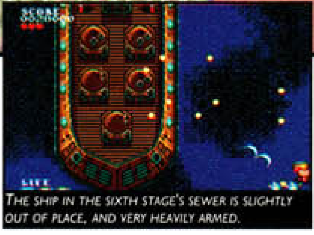
STAGE 6 - THE DRAIN

Down the toilet for our hero, but he's not alone. Alligators make up the bulk of the population, there's also a ship, complete with cannons, which is a definite surprise in a sewer. Finally there's a sludge monster who tries, and more often than not fails, to whip you with his tail.


Stage four boasts a rather neat flame column effect, as well lava flows.

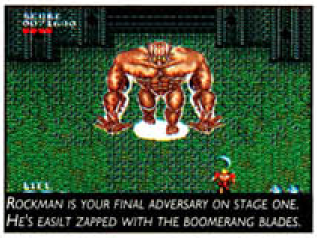

The stage four bossis one of the toughest in the game. He hurls exploding fireballs at you.

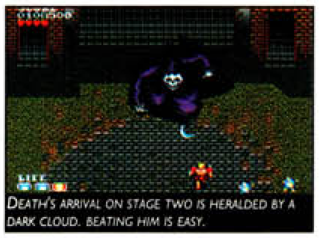

Archers precede the ship in stage six. Use your shield to absorb their arrows.

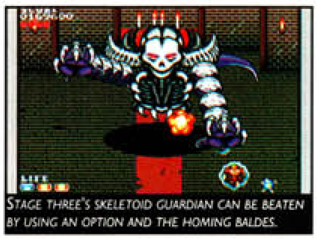

The ship in the sixth stage's sewer is slightly out of place, and very heavily armed.

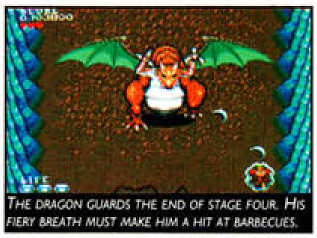
MARK'S COMMENT

Undeadline is a bit of queer fish. There you are, teetering on the threshold of boredom, then something appears to drag you back. Considering the limitations of trying something new with the old vertical scroller format, this is quite playable and there are plenty of novel bosses and a few decent special effects during the stages to keep you interested. One black mark, though, is the lack of restart points, you can go right to the end of a stage only to be killed and sent back to the beginning with no weapons! Individually the levels are easy to complete, and I get the feeling that some people will go through this game like a blow-torch through ice. There are plenty of better shoot 'em ups on the market.


Rockman is your final adversary on stage one. He's easilt zapped with the boomerang blades.


Death's arrival on stage two is heralded by a dark cloud. Beating him is easy.


Stage three's skeletoid guardian can be beaten by using an option and the homing baldes.

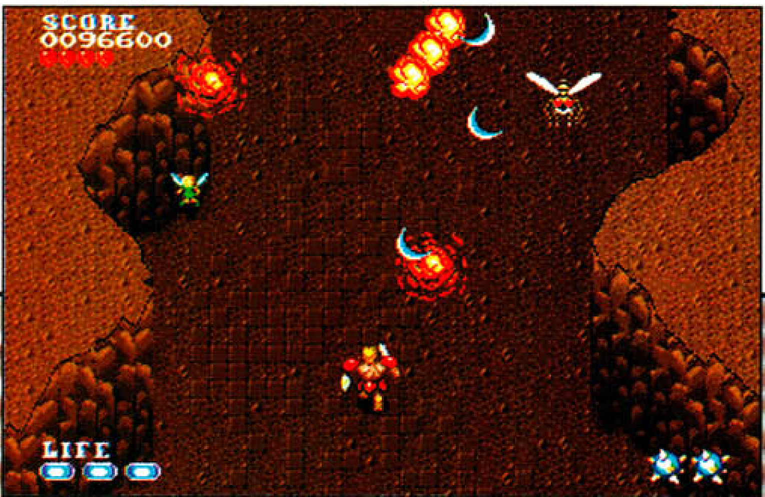

The dragon guards the end of stage four. His fiery breath must make him a hit at barbecues.

EXCELLENT ELFIN EXPERIENCE

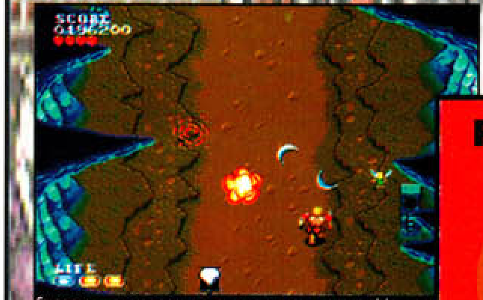
It's a mild green fairy, although you can't do your washing up with this one.

Fairies ocassionally appear during a level, and if Leon's smart he'll grab them and stick them in his pocket. They may have no effect at the time, but they award Leon experience points which he can use to boost his stamina, magic power, dexterity or agility at the end of the level. The good thing about this is that it lets Leon do things like pick up weapons and use them at full strength straight away.

What this means is that, although you don't have to do the levels in order, it's as well to complete the easier ones first so that Leon is sufficiently strengthened to take on the tougher ones.



Fairies don't hang around for ever, Leon has to be quick or they'll flutter away. Unfortunately they choose very inopportune moments to appear, like when Leon's facing off against a zombie horde.



Shooting a chest too many times creates a diamond. It's wort plenty of points, but you can't kill anything with it.

ALTERNATIVELY

TOP
093610
SCORE
041780

ELEMENTAL MASTER

PRICE: IMPORT

BY: TECHNOSOFT

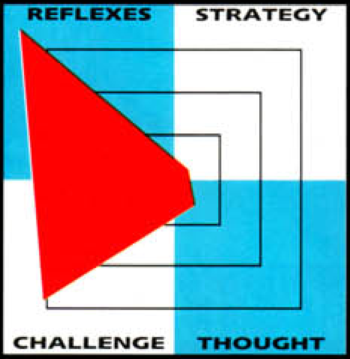
Smart graphics and sound, and similar mystical blasting action similar to Undeadline, but not as many levels, alas.

MEGATECH RATING:78%

PAUL'S COMMENT

After seeing that Undeadline was a PAL Soft title I expected the worst. Obviously this wasn't produced by the same programming team as Double Dragon II because it's actually a pretty good game. The graphics are a bit duff in places but there are some really nice special effects and some excellent bosses to make up for that. There were two features I did find annoying, though, and they are the lack of restart points and the weapons selection system. This shoot-the-weapons-to-change-them business is always a pain because it's all to easy to select the wrong weapon and consequently your stuffed, this problem is made even worse in Undeadline by the profusion of duff weapons and potions, so it's all too easy to get into trouble. On the whole, though, I did enjoy playing Undeadline so it's certainly worth a look.

UNDEADLINE



% RATINGS

0 50 100

PRESENTATION

70%

A FEW OPTIONS AND AN ATTRACTIVE LEVEL SELECT SCREEN.

GRAPHICS

82%

GENERALLY AVERAGE, BUT WITH SOME NICE BOSSES AND EXCELLENT EFFECTS.

SOUND

71%

ZAPS AND BANGS, AND A BOG—STANDARD, WAILING SOUNDTRACK.

SHORT TERM PLAY

80%

PLAYABLE, BUT A COUPLE OF PROBLEMS LEAD TO FUSTRATION.

LONG TERM PLAY

75%

COMPLETING THE LEVELS SEPARATELY ISN'T TOO TOUGH, BUT FINISHING THE GAME SHOULDTAKE A WHILE.

MEGATECH RATING

79%

FAIRLY PLAYABLE SHOOT 'EM UP WITH A FEW EXTRAS TO TART UP THE RUN-OF-THE-MILL.

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REVIEW

SUPER FANTAS

BY SUNSOFT
PRICE: IMPORT
FORMAT: 4M–BIT ROM
PLAYERS: 1
GAME TYPE: SHOOT 'EM UP
CONTINUES: NONE
SKILL SETTINGS: 3
RESPONSE: GOOD

The fluffy world of small space-ship being, Opa Opa, is under siege by an alien power who are kidnapping cuddly flora and fauna and converting them into psychotic sabre-toothed things with bad breath. Only Opa Opa can drive back the invasion forces from the borders of the Fantasy Zone and only Megadrive players who buy this game can help him.

This is a conversion of an ancient Sega blast which appeared in British arcades many years ago. In it, you get to fly Opa Opa across two-way scrolling levels, destroying his mutant foes with his built-in guns and bombs. On each level there are ten mutant guardians which Opa Opa has to obliterate before their boss makes an appearance and when he's been disintegrated into his component molecules Opa advances to the next stage. Fairly standard stuff there, eh?

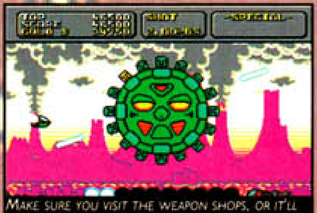
侵略者達は、次々と惑星都市を占拠
奪と殺戮を繰り返していった。

WEAPONS 'R' US

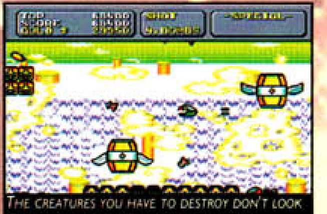
Every disintegration earns Opa Opa a coin and once you've collected a sizable stack of cash, keep an eye out for the SHOP balloon. It floats onto the screen at the start of the level but you must catch it quickly because if it drifts away you won't see it again until the next stage!

Catch the balloon and a giant scrolling sales counter appears. There are four categories of goodies available: primary weapons (which replace Opa Opa's standard twin cannon), secondary weapons (to use instead of bombs), special weapons (for use once only) and engine parts (to increase Opa Opa's speed). There is also some equipment for use in special locations, namely the rubber boots and the super lights (for use in the dark on level four).

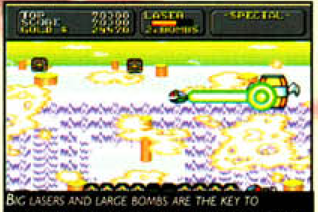
Once you've tooled up and decided which of the weapons to use it's back to the action. Once a special weapon has been used up a SEL (select) balloon appears. Catch it and you can arm Opa Opa with something else from his stash.


TOP SCORE GOLD $
SHOT
SPECIAL

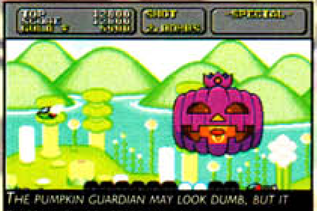
Make sure you visit the weapon shops, or it'll be a brief encounter with this boss.



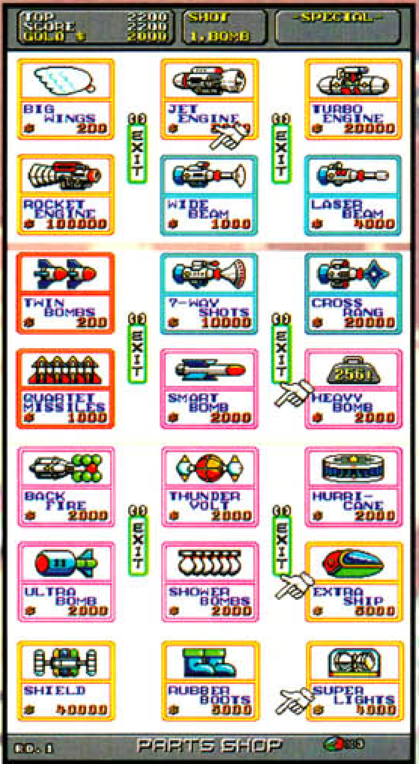
The creatures you have to destroy don't look particularly offensive and rarely attack.



Big lasers and large bombs are the key to success power-up and very little can touch you.



The pumpkin guardian may look dumb, but it takes a hell of lot to kill him.


TOP SCORE GOLD $
SHOT 1.BOMB
SPECIAL
BIG WINGS 200
JET ENGINE
TURBO ENGINE 20000
ROCKET ENGINE 100000
WIDE BEAM 1000
LASER BEAM 4000
EXIT
TWIN BOMBS 200
7-WAY SHOTS 10000
CROSS BANG 20000
QUARTET MISSILES 1000
SMART BOMB 2000
HEAVY BOMB 2000
BACK FIRE 2000
THUNDER VOLT 2000
HURRI-CANE 2000
ULTRA BOMB 2000
SHOWER BOMBS 2000
EXTRA SHIP 6000
SHIELD 40000
RUBBER BOOTS 5000
SUPER LIGHTS 4000
RD. 1
PARTS SHOP

As a rule of the thumb, the dearer a weapon is the more effective it is. You have to be frugal when it comes to arming up, front firing weapons are usually the wisest purchase. If you have more than one weapon or special you have to select which ones you're going to use. Special weapons can only be used once, so it makes sense to stockpile them if you have enough cash.

Y ZONE

MARK'S COMMENT

Arghh! This is a real let down. The game starts full of promise, hitting you with an instant overdose of cuteness, but it soon degenerates into a decidedly average game. It lacks action. It's tough, but the game drags on in a very laid back manner. The passive graphics are equally laid back, and do nothing to inspire the natural predatory streak most shoot 'em up players harbour. This is definitly the best version of Fantasy Zone, although I found the Master System version quite tedious. Even the youngest games players demand something extra these days, and Super Fantasy Zone just doesn't deliver.

CARTRIDGE METAMORPHOSIS

DOUBLE DRAGON II
スーパーファンタジーゾーン

You'll need a converter to run this if you don't own a Jap Megadrive.

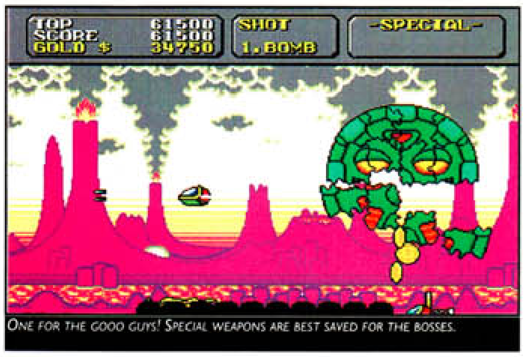
Sunsoft seem to have a thing about small boxes for their Megadrive games. They put Japanese copies of Batman in an unusual mini-pack and Super Fantasy Zone comes similarly packaged.

More important than this (from the point of view of British players) is the strange shape of the SFZ cartridge, unlike most Japanese games it has square sides instead of round ones. So if you plumped for the warranty-invalidating, cartridge-slot carve-up conversion process for your official Megadrive, you'll either need to get the hack-saw out again or play it safe and buy a cartridge converter before you can play this game. Of course, Jap Megadrive owners have no such problems.

Honestly, as if things weren't complicated enough.

PAUL'S COMMENT

While Super Fantasy Zone's graphics and plot are quite unusual, the action is pretty standard stuff. It's playable enough and on the whole it's a polished product, but ultimately it has no more thrills than any other Megadrive shoot 'em up. In it's favour, I have to say that it's the best version of Fantasy Zone I've played, with just the right control response, the best music, the most extra weapons and the smartest graphics, so I suppose if you were ever a fan of the Master System version this is a game you should look out for. The rest of you aren't missing much, though.

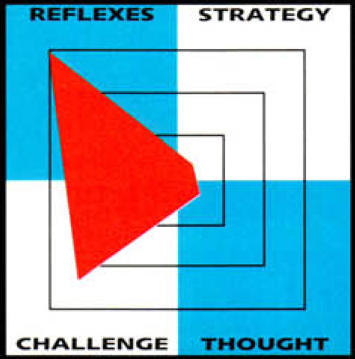


One for the gooo guys! Special weapons are best saved for the bosses.

THANKS!

Thanks to Console Concepts (0782 712759) for the loan of the cartridge used in this review.

SUPER FANTASY ZONE



% RATINGS

0 50 100

PRESENTATION

80%

THE STANDARD OPTIONS AND AN ATTRACTIVE, THOUGH UNINTELLIGIBLE, CARTOON INTRO.

GRAPHICS

79%

RATHER MASTER SYSTEM—LIKE, BUT WELL ANIMATED AND COLOURFUL.

SOUND

85%

SOME EXCELLENT TUNES AND JOLLY SOUND EFFECTS.

SHORT TERM PLAY

80%

EASY TO GET INTO, AND GOOD FUN FOR A WHILE.

LONG TERM PLAY

62%

RATHER REPETITIVE AND NOT TOO DIFFICULT TO BEAT.

MEGATECH RATING

70%

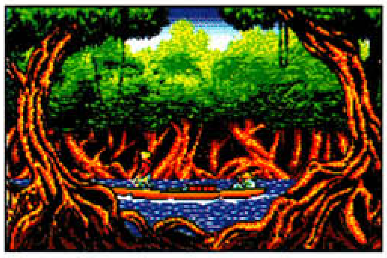
LOOKS WEIRD BUT IS ACTUALLY VERY ORDINARY.

EARNES

BY WOLF TEAM
PRICE: IMPORT
FORMAT: CD-ROM
PLAYERS: 1
GAME TYPE: PLATFORM
CONTINUES: 5
SKILL SETTINGS: 1
RESPONSE: OK

Earnest Evans, freelance treasure hunter and Indiana Jones impersonator, is off to Mexico on a quest for adventure, riches and possibly women too. Little does he know as he begins his adventure, that this journey is going to take him from the platform landscapes of Mexico to Peru, thence to Europe, America and Mongolia!

In a Peruvian mountain temple he comes across Annette (otherwise known as El Viento from the game of the same name), and a blue-haired villain with a magic book. The book, it appears, unlocks various cosmic mysteries which could turn any blue-haired villain into the master of the world, if not the universe, so Earnest considers it a top priority to secure it from his clutches and restore it to its rightful place (propping up the dodgy leg on his kitchen table, mayhaps).

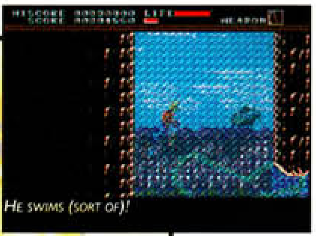


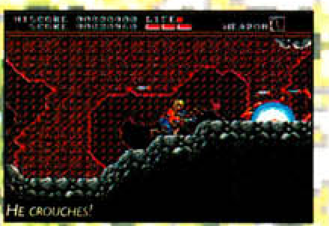
With Annette in tow, he has to swing around six international locales, whipping away all sorts of monsters which The Blue-Haired Man has released from the underworld, as well as members of his nefarious gang!

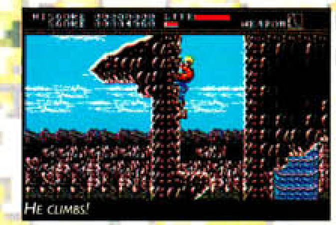
ACTION MAN–WITH GRIPPING HANDS!

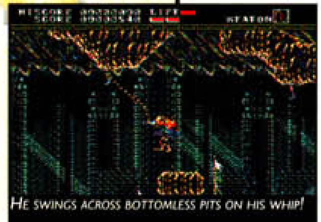
Mr Evans is without doubt the most loose-limbed and mobile of Megadrive characters. Instead of being the usual single sprite, Ernie's made up of no less than nine (!), one for his head and torso and two for each of his limbs. This multi-jointed articulation makes him a very versatile bloke, but the programmers didn't quite get it right because he ends up looking like a lanky, gangling sort of adventurer, who runs in Six Million Dollar Man-style slow motion.

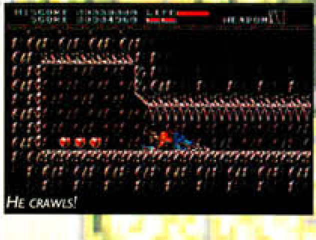
Still, these are just a few of the actions Earnest Evans gets up to in the game.

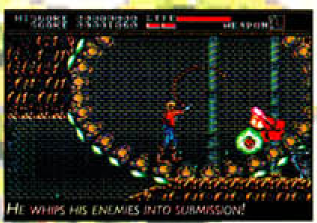

HE SWIMS (SORT OF)!

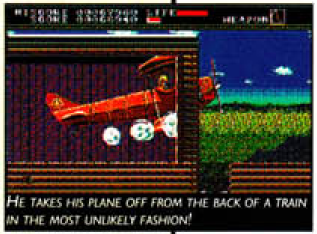

HE CROUCHES!

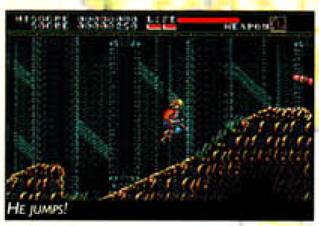

HE CLIMBS!

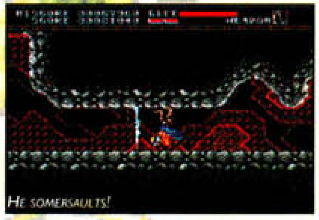

HE SWINGS ACROSS BOTTOMLESS PITS ON HIS WHIP!

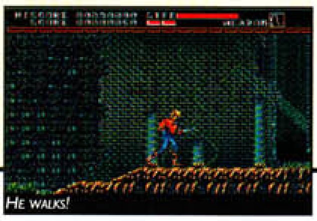

HE CRAWLS!

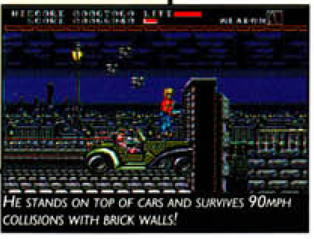

HE WHIPS HIS ENEMIES INTO SUBMISSION!


HE TAKES HIS PLANE OFF FROM THE BACK OF A TRAIN IN THE MOST UNLIKELY FASHION!


HE JUMPS!


HE SOMERSAULTS!

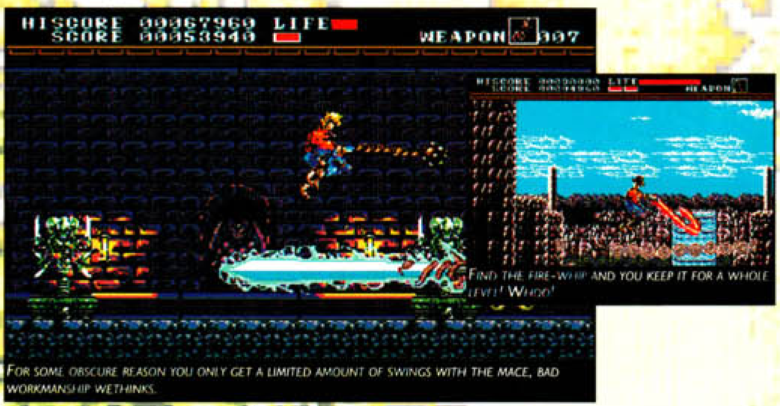

HE WALKS!


HE STANDS ON TOP OF CARS AND SURVIVES 90MPH COLLISIONS WITH BRICK WALLS!

T EVANS

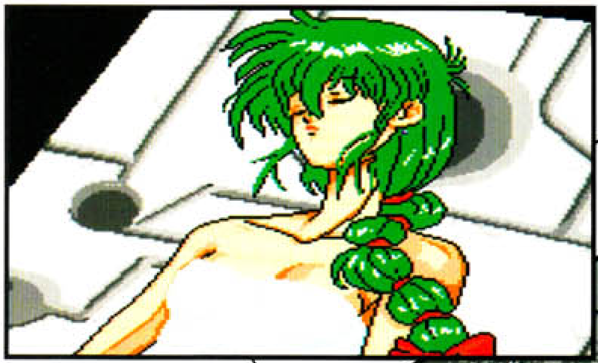
LASHINGS OF FUN

Unlike Indiana Jones, Earnest doesn't have to go all the way through his adventure armed only with a whip (which looks rather like a string of sausages actually). At various locations, he comes across different weapons, though most of them are simply variations on the whip theme. The mace is probably the most powerful of the other weapons, although there is a special magic hat (!) hidden in a cave in Peru which turns your ordinary leather lash into a devastating whip of flame!

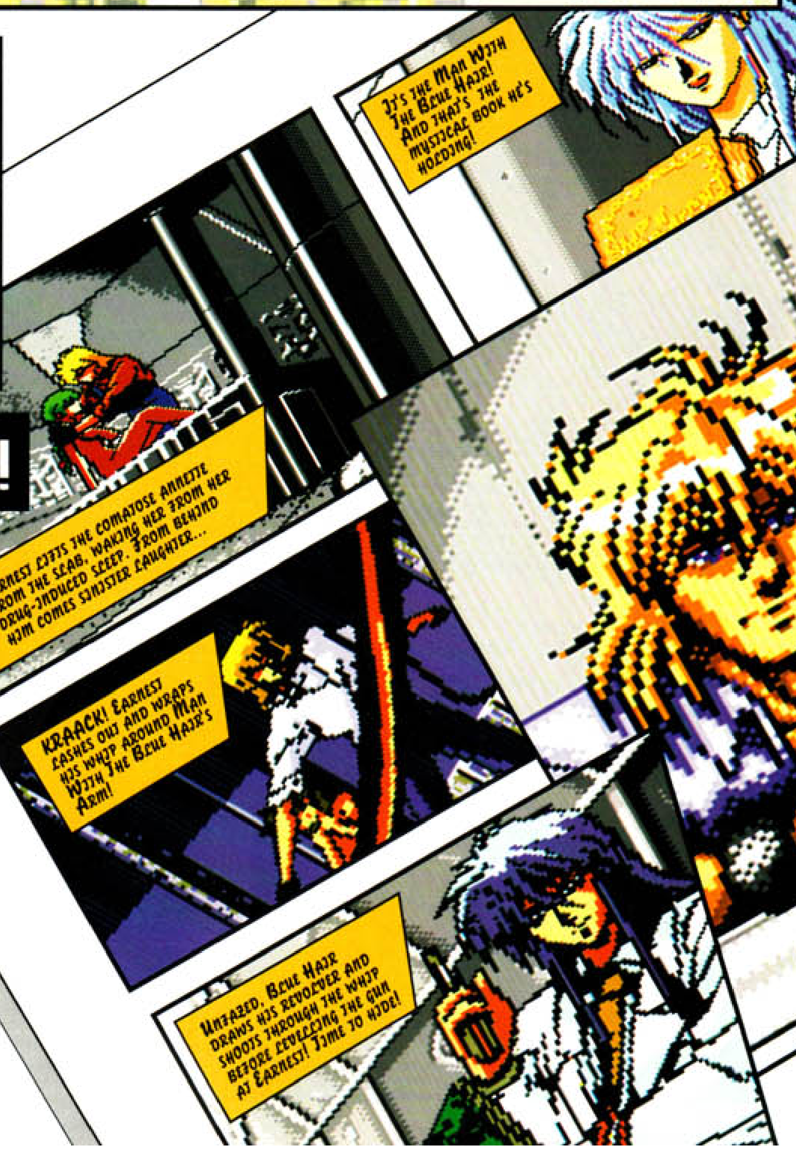

HISCORE 00067960 LIFE
SCORE 00053940
WEAPON 007

Find the fire-whip and you keep it for a whole level! Whoo!

For some obscure reason you only get a limited amount of swings with the mace, bad workmanship wethinks.



ACTION! ADVENTURE!


It's the Man With The Blue Hair! And that's the mystical book he's holding!
Earnest lifts the comatose Annette from the slab, waking her from her drug-induced sleep. From behind him comes sinister laughter...
KRAACK! Earnest lashes out and wraps his whip around Man With The Blue Hair's Arm!
Unfazed, Blue Hair draws his revolver and shoots through the whip before levelling the gun at Earnest! Time to hide!

Boy oh boy! Earnest Evans has the best cartoon-type scene-setting bits yet seen in a Mega-CD game. Alas, all the speech in this imported version of the game is in Jap, but the animated graphics are impressive.

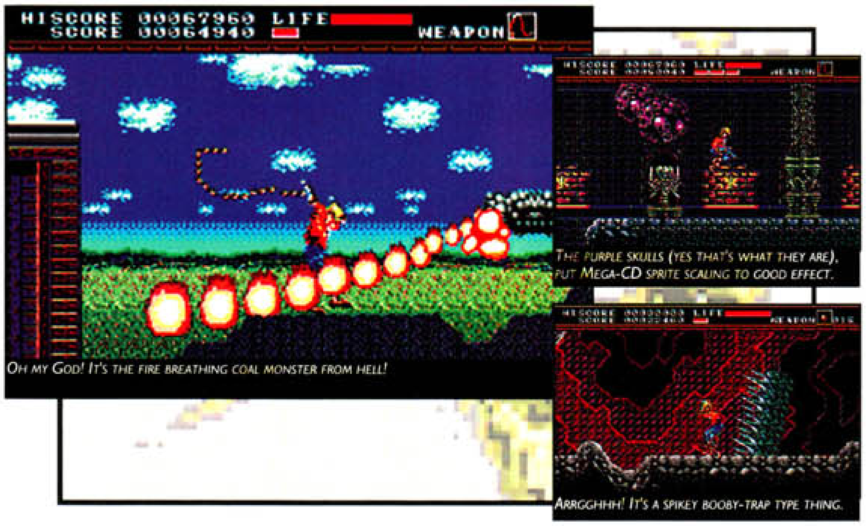
We join the story at the end of the Peruvian level, in which Earnest comes across the lovely Annette (who also happens to be the heroine in El Viento)...

OFFICIAL RELEASE DATE

If it's the Japanese-ness of Earnest Evans that puts you off, take comfort from the fact that Earnest Evans should appear as one of the first officially released Mega-CD games in October. This version will, of course, work on official Mega-CD systems and the voices will all be English (well, American, probably). Interestingly enough, Sega also plan to release a slightly cut-down cartridge version of Earnest Evans at about the same time.

PAUL'S COMMENT

With the best will in the world you couldn't call this a fine example of a Mega-CD game, but there are a few things I admire about it. The ideas behind the game are very laudable – the programmers have come up with novel situations, and the idea of making the characters look more realistic by animating their limbs is good – but the finished product is disappointing. The characters all look like ridiculous marionettes performing in some strange, low-gravity puppet show. Earnest himself sometimes gets confused over what you want him to do so he starts spinning on the spot or in the rocky niche where he's become stuck. This is just plain annoying, because while you're somersaulting to nowhere there's usually some monster nibbling away at your energy, so once you're caught you may as well write off a whole credit. What I enjoyed most about this game were the animated cut-scenes, but even their charms couldn't persuade me to pay good money for Earnest Evans.



OH MY GOD! IT'S THE FIRE BREATHING COAL MONSTER FROM HELL!

THE PURPLE SKULLS (YES THAT'S WHAT THEY ARE), PUT MEGA-CD SPRITE SCALING TO GOOD EFFECT.

ARRGGHHH! IT'S A SPIKEY BOOBY-TRAP TYPE THING.

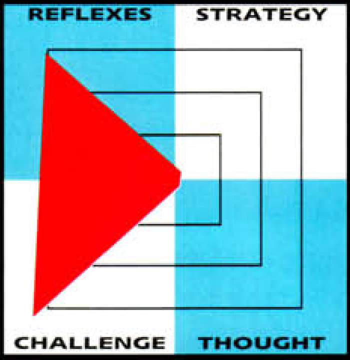
MARK'S COMMENT

Another day, another duffer. My first reaction on seeing this game was borderline hysteria, mainly directed at the helpless floundering of the Earnest sprites. I found controlling Earnest a chore to begin with, mainly because he spent half the time embedded in rock walls. After that you get a taste of how poor the gameplay is. It appears to me like someone came up with Earnest and his 'amazing' animation, then based a game around it. The backdrops are generally poor, and many of the challenges exist solely because Earnest is so difficult to control. Don't mislead yourself into thinking that this is the Mega-CD's answer to the Super Famicom's Castlevania IV, because the programmers at Wolf Team are definitely no match for Konami's and Earnest Evans is definitely not an exciting and playable game.

THANKS!

THANKS TO CONSOLE CONCEPTS (0782 712759) FOR LENDING US THE EARNEST EVANS CD USED FOR THIS REVIEW.

EARNEST EVANS



% RATINGS

0 50 100

PRESENTATION

88%

MINIMAL OPTIONS BUT EXCELLENT ANIMATED CUT SCREENS.

GRAPHICS

69%

LOTS OF VARIETY, BUT THE ANIMATION ON SOME SPRITES LOOK VERY SILLY.

SOUND

77%

HOPELESS EFFECTS DROWNED OUT BY SMART CD TRACKS.

SHORT TERM PLAY

60%

SOME GOOD IDEAS IN THE GAMEPLAY, BUT THE DODGY SPRITEWORK IS ANNOYING.

LONG TERM PLAY

48%

THE GREATEST CHALLENGE IS PUTTING UP WITH ALL THE FAULTS LONG ENOUGH TO FINISH THE GAME.

MEGATECH RATING

50%

SOME INTERESTING IDEAS WON'T SAVE EARNEST EVANS FROM BEING ANOTHER MEGA—CD DISAPPOINTMENT.

TOKI

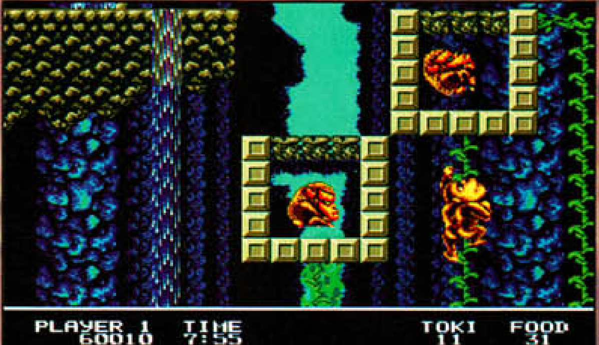
BY SEGA
PRICE: IMPORT
FORMAT: 4M–BIT ROM
PLAYERS: 1–2
GAME TYPE: PLATFORM
CONTINUES: 0—7
SKILL SETTINGS: 4
RESPONSE: OK

Life has been kind to Toki – until now. There he was, enjoying a nice picnic in a field with his luvly lady friend when up pops the magic castle of Evil Necromancer, Stark. Stark, being a rather ugly bloke who wears a strange insect-head mask, has never found the perfect mate, so he decides to take this golden opportunity to kidnap Toki's woman for a bit of wicked-way-having. Now Toki is no cowardly milk-sop of a bloke, but just as he's about to plant one on Stark, Stark transforms him into a rather unattractive monkey and vanishes!

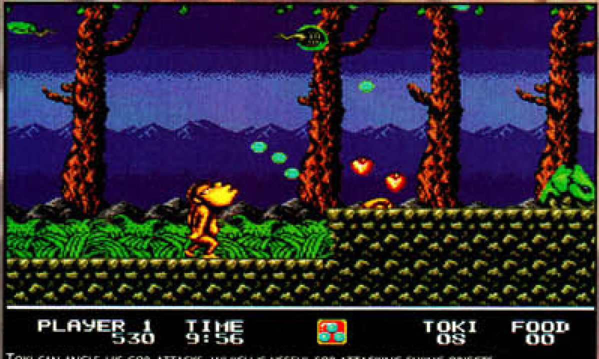
By this time Toki is really angry, so even though he is confined to ape form, he heads off after Stark and retrieve his girlfriend and his human form. Nine levels of platform adventure lie before him, each split into several sub-stages full of disagreeable monsters and devilish traps. Luckily, Toki's primitive physique has improved Toki's running, jumping and climbing abilities and his new monkey mouth allows him to spit gobbets of fiery acid at his foes to get them out of his way.

COIN-OP COMPARISON

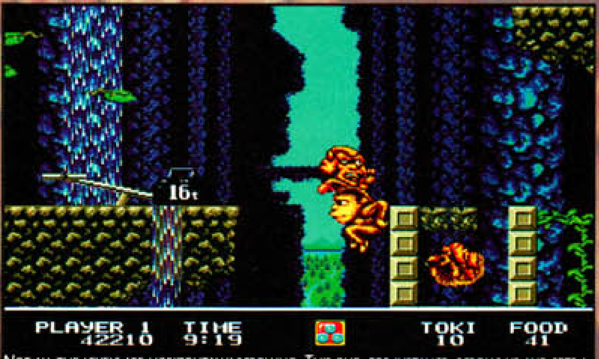
Arcade players will notice that Toki has undergone some gameplay restructuring in the translation to the Megadrive. Most noticeably, the levels are broken up into different stages with a boss at the end of the last stage and there are even a couple of new levels (such as level two, which is set in a canyon). All of the power-ups are in there, though for some reason Toki is no longer equipped with an American Football helmet when he becomes invincible and simply flashes for a while. Ho hum.



Vine climbing and disintegrating platforms cause our furry friend grief. He can survive long drops though, which is some benefit.



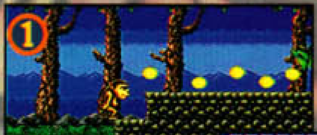
Toki can angle his gob-attacks, which is useful for attacking flying objects. Unfortunately his special weapons only last for a limited time.



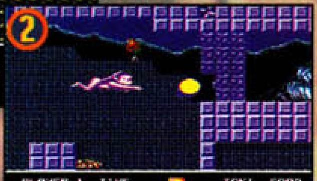
Not all the levels are horizontally scrolling. This one, for instance, scrolls up and sets a number of platform-connected problems for the chimp to solve.

GIBBON GOBBIN'

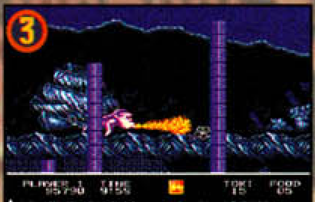
Not only can Toki spit his way to victory, he can upgrade his saliva glands to fire even more exotic expectorations, and these are the icons that help him do it.



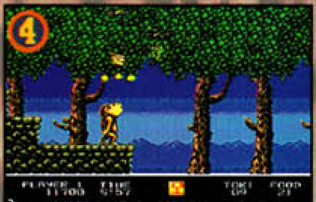
This is only slightly better than the standard weapon.



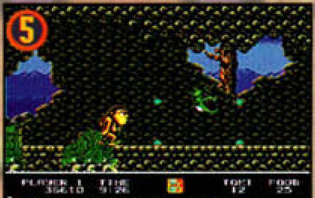
Some secret rooms can only be accessed by blowing up a wall with this weapon.



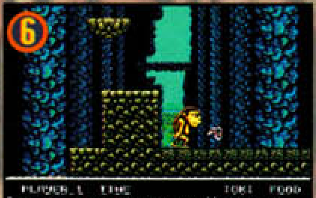
A devastating weapon which can be fired continuously by holding the fire button



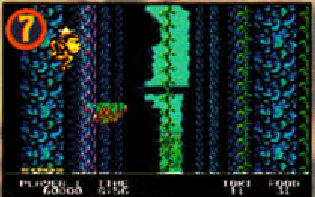
3-way is probably the most useful weapon in the game



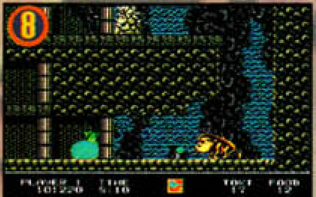
Spiral fire is particularly useful on the horizontal levels.



Big bounces with no troubles. Very rare, but very useful.



This one speaks for itself.



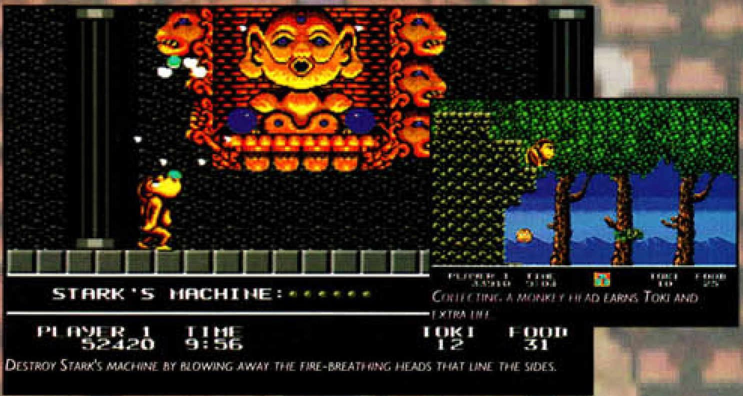
An exceedingly useful power-up weapon.

1. **BOUNCING BLOBS** – Rapid fire bullets which rebound off walls and floor.
2. **BIG BLOBS** – Powerful projectiles which can destroy any obstacle, including walls!
3. **FIERY BREATH** – A short-range weapon, but one of the most deadly.
4. **3-WAY BLOBS** – Fires a spread of shots, perfect for zapping flying monsters.
5. **WAVE O' BLOBS** – Shoots a spiralling pair of blobs, for double-strength spit-power.
6. **TRAINERS** – Provides a brief period of boosted running and jumping power.
7. **INVINCIBILITY** – Let's Toki run through obstacles and monsters without a scratch.
8. **POWER UP BLOBS**--Rapid-fire small blobs, but leave it to power up and it releases a single Big Blob.

APE ACTION!

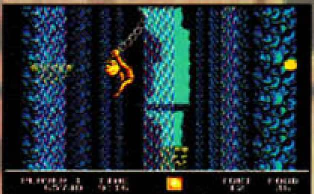
PAUL'S COMMENT

Toki looks a bit duff to start with, mainly because the game seems to have been slowed down in the translation from the coin-op. That, coupled with the fact that the first few levels are a bit unexciting, gives the impression that the whole thing is an adventure into boredom. But, play on and you'll see that this is a decent little game which is fun to play and looks good too. The action isn't too taxing on the brain, but new hazards appear the on higher skill settings and the monsters take more hits, so it requires plenty of trigger-pumping to survive. As the game progresses, the journey through the levels grows ever more convoluted, and the levels themselves become increasingly spectacular. The canyon and ice levels are particularly impressive. On the whole, Toki isn't the most thrillsome of Megadrive titles but it's quite diverting and should find favour amongst anyone who enjoyed the coin-op.

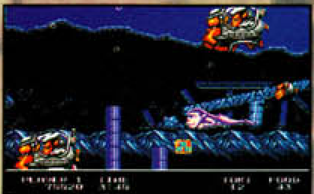


Collecting a monkey head earns Toki and extra life

Destroy Stark's machine by blowing away the fire-breathing heads that line the sides.



Toki takes over where Earnest Evans left off.



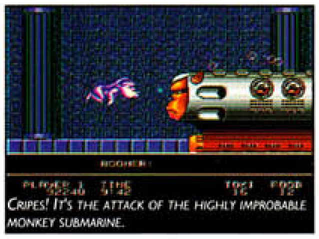
Toki's as at home in water as he is on land

MARK'S COMMENT

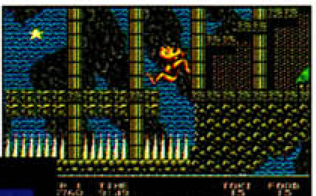
Not being a fan of the coin-op, I wasn't exactly over enthusiastic when this game came in to the office. However it's not difficult to tell that, although this isn't a straight conversion, it's a decent enough game. The difficulty levels are significantly different so that you have to be useless to have problems on the easy setting and practically a miracle worker to get anywhere on hardest. The graphics are a little dull, but on whole they're fit well enough, and there are some attractive sprites. The music and sound effects are passable, but slightly irritating. The levels vary nicely, with a completely different challenge every stage. Playable, challenging and definitely worth checking out if you enjoyed the arcade game. Shame about the crap intro, though.

EASY OR WHAT?

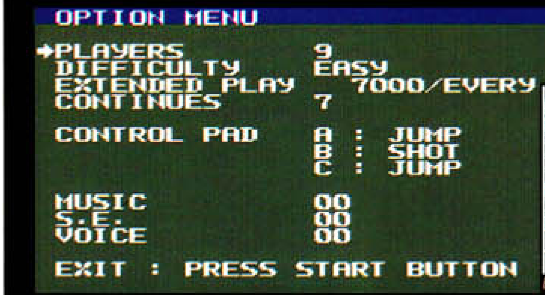
Toki has one of the most tweakable difficulty levels of any Megadrive game. From the options screen you can equip your primate pal with up to nine lives and seven continues, select one of four difficulty levels (easy, normal, hard and hardest – the latter two are extremely tough) and set the scores at which extra lives are awarded. If you want to get the most out of this game we recommend you don't use the easy setting, or you'll be able to complete the game in one sitting.



Cripes! It's the attack of the highly improbable monkey submarine.

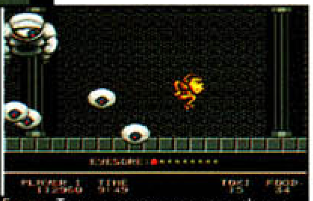


Ouch, Toki's had his monkey-ass well and truly dusted.,

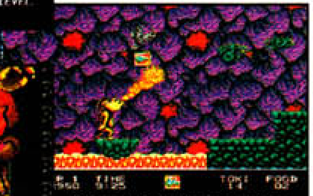


```
OPTION MENU
→PLAYERS          9
 DIFFICULTY       EASY
 EXTENDED PLAY       7000/EVERY
 CONTINUES        7

 CONTROL PAD      A : JUMP
                  B : SHOT
                  C : JUMP

 MUSIC            00
 S.E.             00
 VOICE            00

 EXIT : PRESS START BUTTON
```

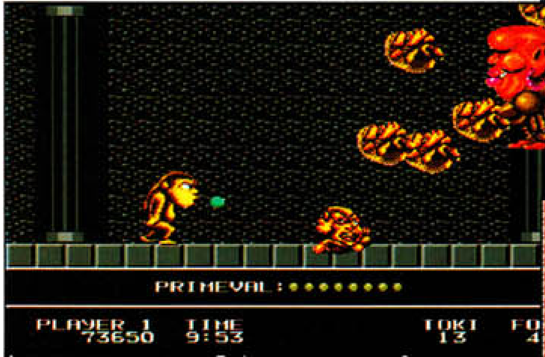
Options galore. You'll need all the lives you can get when the game's set on hard level.



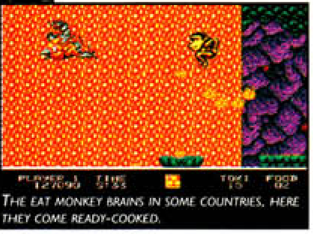
Eye eye. Toki had better watch out, it's level four boss.



For his next trick he'll swallow a stainless steel sword.



Assaulted by a wave of primates, Toki's only hope is to attack Primate, their boss and choreographer.



The eat monkey brains in some countries, here they come ready-cooked.

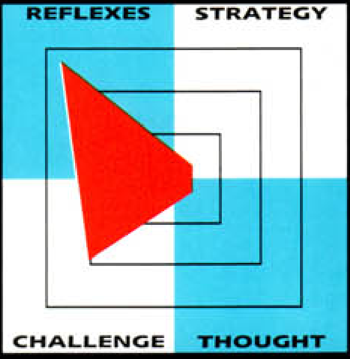
OFFICIAL RELEASE

If the official UK version of Toki isn't already on the shelves as you read this, it soon will be. Sega are due to be shipping the real thing some time in March.

THANKS!

Thanks to Console Concepts (0782 712759) for lending us the Toki cartridge used for this review.

TOKI



% RATINGS

0 50 100

PRESENTATION

70%

UNEXCITING INTRO, BUT LOADS OF OPTIONS.

GRAPHICS

85%

START OFF A BIT DULL, BUT THERE ARE SOME EXCELLENT EFFECTS AND SCENERY LATER IN THE GAME.

SOUND

59%

A SELECTION OF PARPY TUNES ACCOMPANIED BY MEDIOCRE SOUND EFFECTS.

SHORT TERM PLAY

78%

SLOW PACE TAKES A LITTLE GETTING USED TO, BUT IT DEVELOPS INTO GOOD FUN.

LONG TERM PLAY

81%

SHOULD LAST QUITE A WHILE AS LONG YOU DON'T PLAY ON EASY LEVEL.

MEGATECH RATING

80%

NOT A STRAIGHT CONVERSION, BUT A DECENT PLATFORM SHOOTER NONETHELESS.

TECHNIQUE ZONE

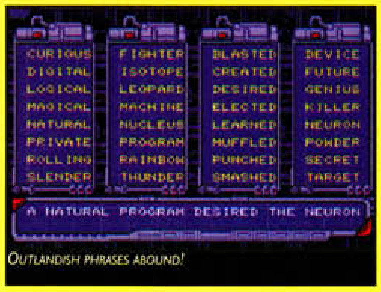
Once again it's that time of the mag when we stop telling you which games you should be buying and start telling you what you should be doing with the ones you've already got. Technique Zone is the place for hot Megadrive cheats, and boy, do we have some tasty ones this month. How about a complete walk-through guide to all the tricky bits in Quackshot and the final part of The Immortal Hyper Technique Zone guide?

If you reckon you can come up with information of this calibre, write it down and send it in to Technique Zone, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Fancy a preview of the contents of next month's Technique Zone? You could do worse than call our Technique Zone telephone line on 0839 500 807. Calls are charged at 36p per minute off-peak and 48p per minute at all other times. If you don't pay the 'phone bill, please get the permission of whoever does before you dial.

ROLLING THUNDER 2
TZ: 1/16 PASSWORDS

Someone called Bob has supplied us with the full set of Rolling Thunder 2 codes to help out you frustrated Albatrosses (and Leilas of course). Go to the password entry screen and input the following cryptic messages.



CURIOUS	FIGHTER	BLASTED	DEVICE
DIGITAL	ISOTOPE	CREATED	FUTURE
LOGICAL	LEOPARD	DESIRED	GENIUS
MAGICAL	MACHINE	ELECTED	KILLER
NATURAL	NUCLEUS	LEARNED	NEURON
PRIVATE	PROGRAM	MUFFLED	POWDER
ROLLING	RAINBOW	PUNCHED	SECRET
SLENDER	THUNDER	SMASHED	TARGET

A NATURAL PROGRAM DESIRED THE NEURON

OUTLANDISH PHRASES ABOUND!

1P
21500
TIME
HISCORE
21500
ROUND
11

EVEN WITH THE CODES, THE GAME IS STILL NO PUSH-OVER.

LEVEL	CODE
1B	A ROLLING PROGRAM SMASHED THE GENIUS
2	A MAGICAL THUNDER LEARNED THE SECRET
2B	A CURIOUS RAINBOW LEARNED THE FUTURE
3	A NATURAL FIGHTER CREATED THE GENIUS
3B	A MAGICAL ISOTOPE BLASTED THE DEVICE
4	A ROLLING NUCLEUS SMASHED THE NEURON
4B	A PRIVATE LEOPARD PUNCHED THE NEURON
5	A CURIOUS PROGRAM PUNCHED THE POWDER
5B	A SLENDER FIGHTER ELECTED THE GENIUS
6	A LOGICAL LEOPARD BLASTED THE SECRET
6B	A DIGITAL RAINBOW MUFFLED THE SECRET
7	A PRIVATE ISOTOPE DESIRED THE TARGET
7B	A LOGICAL THUNDER SMASHED THE POWDER
8	A NATURAL RAINBOW ELECTED THE FUTURE
8B	A ROLLING MACHINE DESIRED THE FUTURE
9	A MAGICAL MACHINE MUFFLED THE KILLER
9B	A SLENDER NUCLEUS BLASTED THE TARGET
10	A DIGITAL NUCLEUS PUNCHED THE DEVICE
10B	A CURIOUS ISOTOPE CREATED THE KILLER
11	A PRIVATE THUNDER CREATED THE POWDER
11B	A NATURAL PROGRAM DESIRED THE NEURON

SPEEDBALL 2
TZ: 2/16 PASSWORDS

MATCH OVER
SCORE
110 TO 012

The mysterious, yet skillful, Bob provided this handy code to get you to division one.

LCLI CWAf 06XE ya3q
2bSt -is1 gGVC MQMQ

SONIC THE HEDGHOG
TZ: 4/16 SECRET

RINGS 63
100
100

THERE ARE LOADS OF SECRET ROOMS. CURLING-UP AND BOUNCING INTO WALLS IS THE BEST WAY TO FIND MORE.

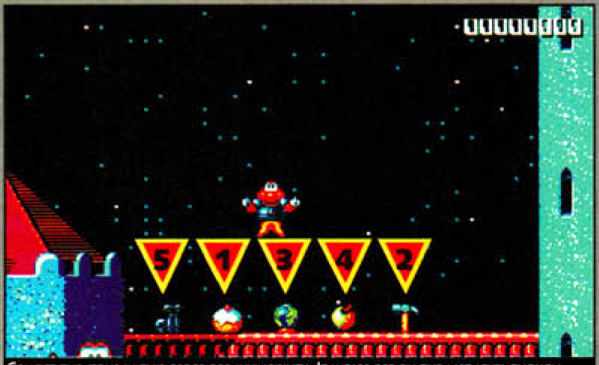
Jonathan Mood and Kevin Nixon sent in this tip for El Hedgehog which is a bit old, but we're being charitable.

On Act 3 of the Green Hill Zone there's a wall you can break through by running up to it, holding DOWN on the joypad and rolling into it. Once inside you should find yourself in one of Sonic's many hidden treasure rooms, surrounded by loads of juicy bonus items which you would never otherwise see.

Richard Coley of Birmingham was also one of many who discovered that there's a similarly secret room in Act 2. Collect the turbo trainers and keep going until you hit a wall. Spin and you'll break through into a room with 20 rings and a shield.

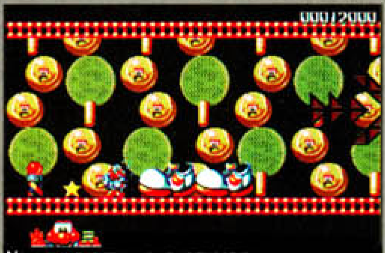
ROBOCOD
TZ: 3/16 CHEATS

Here's a couple of top quality cheats which were sent to us from Paul Nightingale of Jersey.

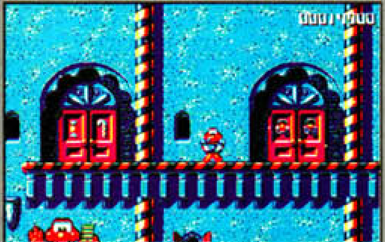


COLLECT THE ITEMS IN THIS ORDER FOR INVINCIBILITY. IT WEARS OFF ON THE LAST LEVEL THOUGH.

Firstly, to make Robocod invincible, start the game and run right. On top of the first roof are five objects which would ordinarily just give you points. Get up onto the roof beside them and collect them in this order: Cake, Hammer, Earth (ie the globe), Apple and Tap. The eagle-eyed amongst you will have noticed that the initial letters of those objects spell the word CHEAT which is appropriate because Mr Cod is now empowered with a very long-lasting shield.



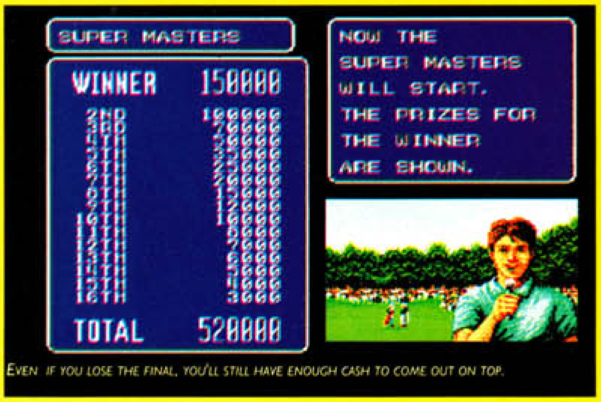
NOW GRAB THE STAR AND LEAVE THE LEVEL...



ALL THE DOORS SHOULD NOW BE UNLOCKED!

For the second part of this cheat, drop down off the roof, head right and enter the first door. Once inside, go left, collect the star and leave. If you now do a bit of exploring around the outside of the factory you should find that all of the doors are now unlocked! Hurrah!

ARNOLD PALMER'S GOLF TZ: 5/16 PASSWORD



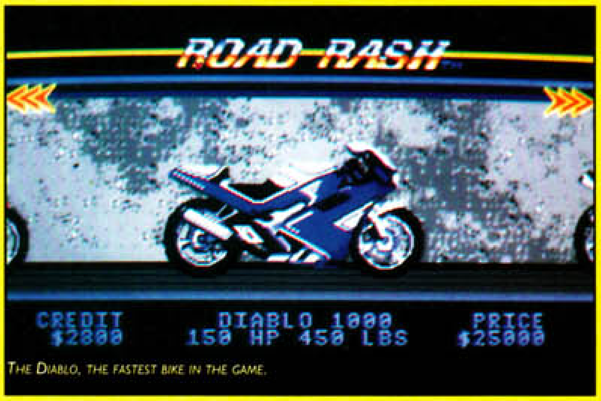
NOW THE SUPER MASTERS WILL START. THE PRIZES FOR THE WINNER ARE SHOWN.

Even if you lose the final, you'll still have enough cash to come out on top.

Yet another code for this jolly golfing extravaganza, this one supplied by Craig Sigley of Luton. Craig reckons that this password takes you to the last round of the Super Masters' tour with enough money to be declared world champion, even if you lose! Craig recommends that once the round is over you sit back and watch the beautiful end sequence.

F0zp5uY4PgURLz8mt-
AqQPmXigAkQgmZrOgE

ROAD RASH TZ: 7/16 PASSWORD

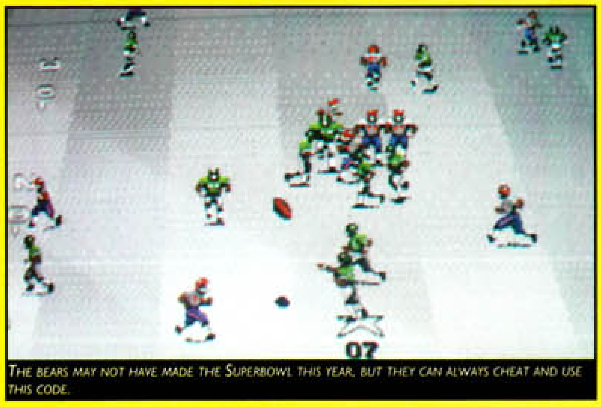


The Diablo, the fastest bike in the game.

Get to level four with loads of cash and the best bike, the Diablo, using this delicious password sent in from the sumptuous residence of Matthew Southworth in Blackburn.

21111 05TO

JOHN MADDEN '92 TZ: 6/16 PASSWORD

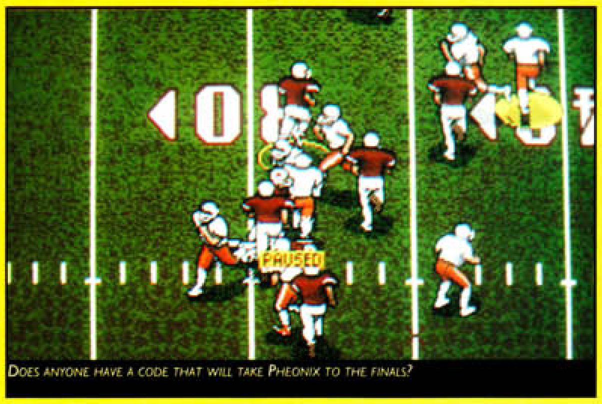


The Bears may not have made the Superbowl this year, but they can always cheat and use this code.

The exceedingly strange Sam Sylvester sent in this password on the back of a Peanuts envelope along with a bizarre message which we can't print for fear of libel actions. Anyway, the code gets you into a Superbowl with you playing as Chicago against Indianapolis.

BTLM 7Z2K

Joe Montana II TZ: 8/16 PASSWORDS



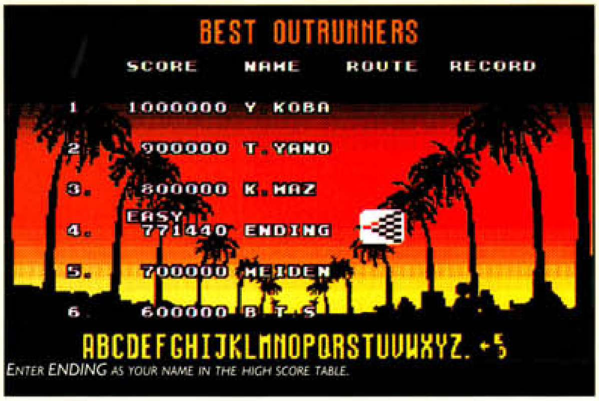
Does anyone have a code that will take Pheonix to the finals?

How about a free trip to the Sega Bowl finals in Joe Montana, courtesy of Noel Morley from Cheshire.

1st Round Miami v Pittsburgh OEKR50BIY
2nd Round Miami v LA Raiders OEKS505CIY
Sega Bowl Miami v New York Giants OEKT505GIY

WASHINGTON
POST PASS
SHOTGUN
DRAW
DEEP PASS
ATLANTA

OUT RUN
TZ: 9/16 SECRET DISPLAY

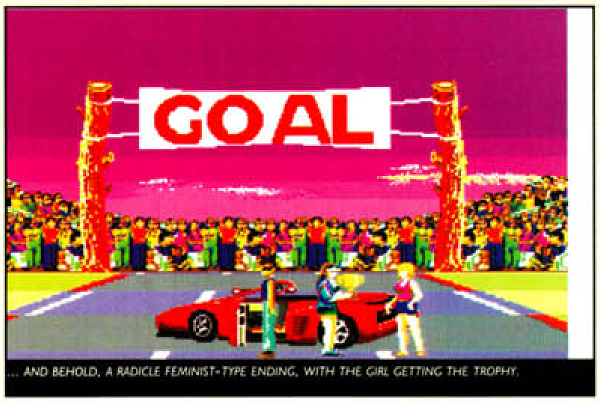


BEST OUTRUNNERS

	SCORE	NAME	ROUTE	RECORD
1	1000000	Y KOBA		
2.	900000	T.YANO		
3.	800000	K.MAZ		
4.	EASY 771440	ENDING		
5.	700000	MEIDEN		
6.	600000	B T S		

ABCDEFGHIJKLMNOPQRSTUVWXYZ. ←$

ENTER ENDING AS YOUR NAME IN THE HIGH SCORE TABLE.



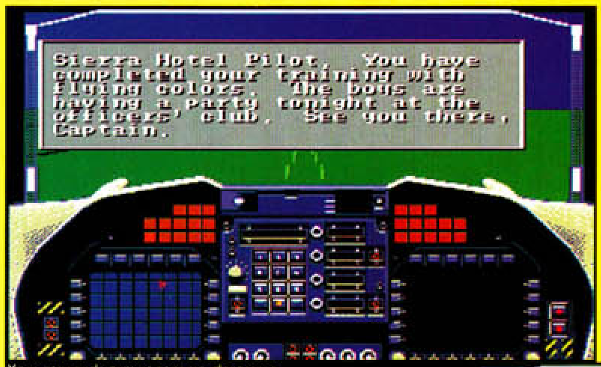
... AND BEHOLD, A RADICLE FEMINIST-TYPE ENDING, WITH THE GIRL GETTING THE TROPHY.

Chingford's own Steven Cain put the willies right up us by threatening never to buy MegaTech (or MEAN MACHINES or Computer and Video Games) again if we didn't print his tips so here's the first, which displays an alternative ending to this ropey racer. All you have to do is get onto the high score table and enter the word ENDING, then press START. Now sit back and savour the thrills as they happen.

F-22 INTERCEPTOR
TZ: 10/16 PASSWORD

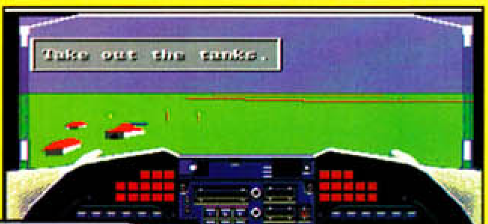
More top Steven Cain info here. Passwords for all five missions so that you only have to complete the very last stage of each one.

USA campaign	**6PGE202**
Korean campaign	**BI0F8P**
Iraqi campaign	**GTGE8V**
Russian campaign	**KSQGIV**
Aces' challenge	**MH01K1**



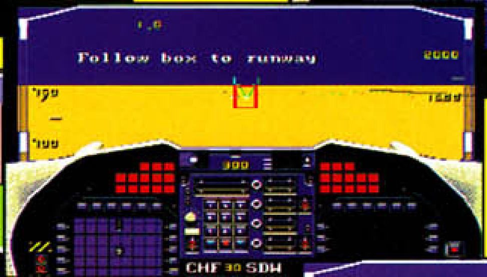
Sierra Hotel Pilot. You have completed your training with flying colors. The boys are having a party tonight at the officers' club. See you there, Captain.

YOUR TRAINING'S OVER AS SOON AS IT'S STARTED.



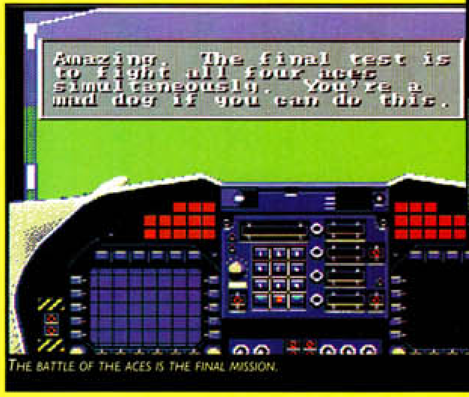
Take out the tanks.

ONLY ONE MISSION TO GO.



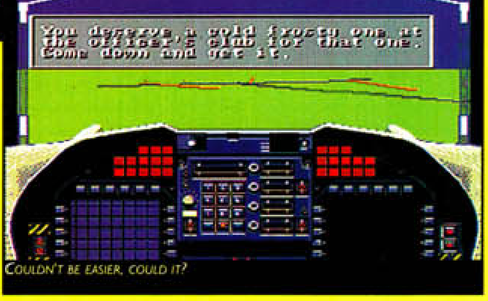
Follow box to runway

NO FIGHTING REQUIRED, JUST LAND.



Amazing. The final test is to fight all four aces simultaneously. You're a mad dog if you can do this.

THE BATTLE OF THE ACES IS THE FINAL MISSION.



You deserve a cold frosty one at the officer's club for that one. Come down and get it.

COULDN'T BE EASIER, COULD IT?

AMBITION OF CAESAR TZ: 11/16 PASSWORD

0008
3RD UNIT

NOT EVEN JULIUS HIMSELF HAD THIS KIND OF HELP.

Yet more Steven Cain excitement (you can tell he got us really scared with his MegaTech boycott threat). Four codes to keep you would-be emperors happy are provided by the Chingford hero.

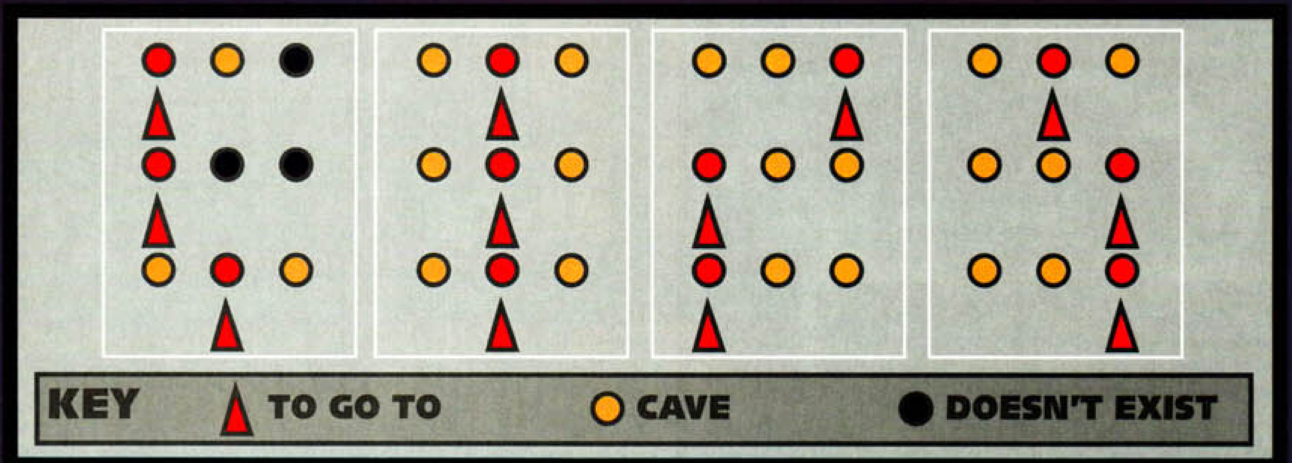
STAGE 2	**L3FHPOZNGW**
STAGE 3	**NXDS5PJSWF**
STAGE 4	**O5TCJJSP5B**
ENDING	**GREBDQ3UH**

DYNAMITE DUKE TZ: 12/16 CHEAT

DEATH TO EVIL! THE GOOD GUYS HAVE A CHEAT. HURRAH!

This is quite a well-known cheat but in case you've been living in ignorance, ace tipster Steven Cain reveals all. On the title screen press C ten times, then go to the options screen and press C another ten times to call up the Super Options. Select that and you can venture into the final missions straight away with extra lives and credits a-plenty.

ALIEN STORM TZ: 13/16 MAP



If you're still having trouble with the maze in the alien spaceship on level 8, here's a handy map from the pencil of an anonymous tipster. Just follow the routes shown and you'll have no trouble.

Provided you stick to the route shown, you should encounter less resistance than on the other paths, Save you smart bombs for the end of the level, as you're going to need them. A second player also comes in handy to draw the aliens away from you.

USE PLAYER TWO TO DRAW THE ALIENS' FIRE WHILE YOU ZAP THEM.

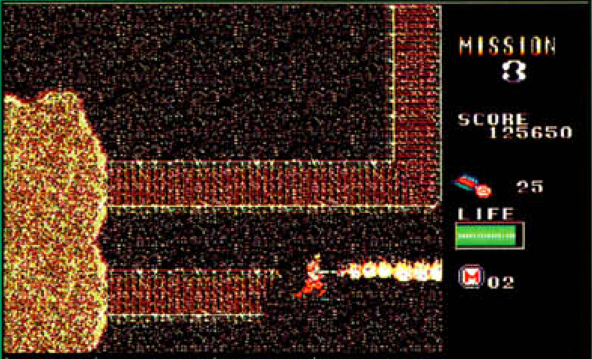
MERCS
TZ: 14/16 HIDDEN BONUSES

After having his Mercs tip printed last month, Stephen Worthy has sent in a few more, showing the way to three sets of well-hidden weapons crates in the Original game.

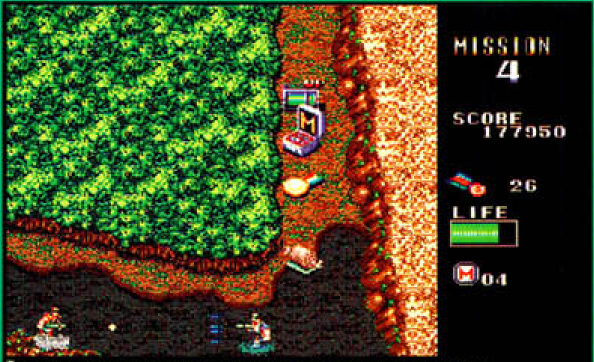
On the level with the pontoon bridges you should come across two on the right of the screen, one of which is incomplete. Take that one and you should find you can walk across it to reach a stack of otherwise unreachable goodies.

In one of the swamps there is a passage to the right which slopes down the screen. Follow it down to reach some crates.

In the level set in the town watch out for a truck firing gas missiles next to a passage on the left of the screen. Go left, shoot the barricade and you should find a gas mask.



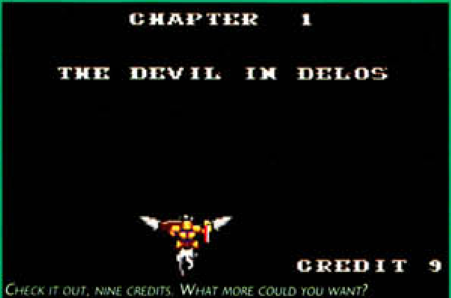
Just because it's not there doesn't mean you can't walk on it.



The enemy know about the path, and are waiting to relieve you of your life.

You need the gas mask to protect you from the gas grenades.

PHELIOS
TZ: 15/16 EXTRA CREDITS



CHAPTER 1

THE DEVIL IN DELOS

CREDIT 9

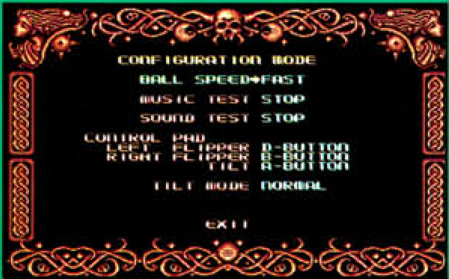
Check it out, nine credits. What more could you want?

Roy "The Boy" Almey of Leicester sent in this choice cheat which provides Apollo with nine continues instead of the usual three. Start the game and when this screen appears quickly press C, A, B, A, C, A, B, A. Hurrah!

DEVIL CRASH
TZ: 16/16 HIDDEN OPTIONS

SCORE
000390000
BALL
07

You ball control will be gratly improved with this cheat.



CONFIGURATION MODE

BALL SPEED FAST

MUSIC TEST STOP

SOUND TEST STOP

CONTROL PAD
LEFT FLIPPER D-BUTTON
RIGHT FLIPPER B-BUTTON
TILT A-BUTTON

TILT MODE NORMAL

EXIT

They never mentioned this in the instructions.

Roy Almey returns with a couple of cheats for Tecnosoft's top pinball game.

A few extra balls always come in handy so enter DEVILCRASH as a password to start the game with seven.

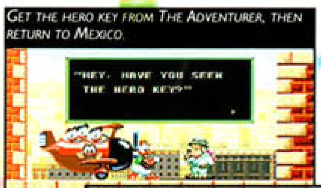
If hidden options screens are more your cup of tea, try holding down A, B, C and START on the title screen.

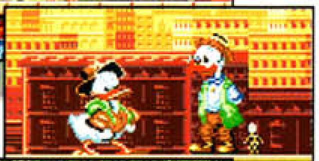
QUAC

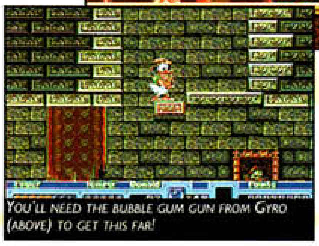
QuackShot
Starring Donald Duck
© 1991 The Walt Disney Company
© 1991 SEGA Enterprises, LTD.

Judging by our overflowing Helpline post bag, it seems that Donald Duck's meanderings have left many people stranded. So to solve everyone's fowl-type problems once and for all, here's the complete Quackshot solution.

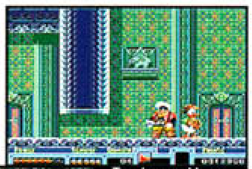
GET THE HERO KEY FROM THE ADVENTURER, THEN RETURN TO MEXICO.



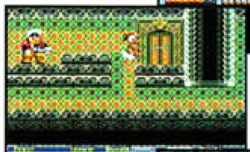




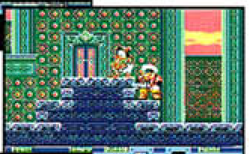
YOU'LL NEED THE BUBBLE GUM GUN FROM GYRO (ABOVE) TO GET THIS FAR!



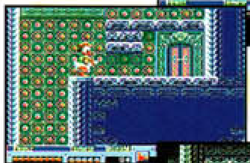
THE INDIAN MAZE; ROOM 1...



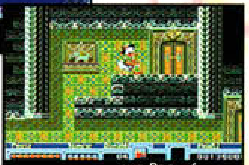
...ROOM 5...



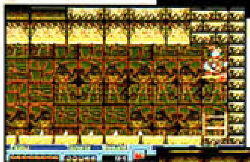
...ROOM 4...



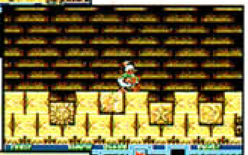
...ROOM 2...



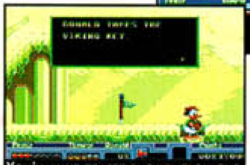
...AND ROOM 6.



EGYPT; THE PATH TO THE SECRET PASSAGE.



THE INFAMOUS DESCENDING CEILING!



YOU'LL HAVE TO GET THE KEY FROM THE SOUTH POLE TO GET INSIDE THE VIKING SHIP...

MEXICO

Get to the ruins, return to Duckburg and get the hero key from The Adventurer. There are no major hazards to speak of. You'll find Goofy right at the end.

TRANSYLVANIA

Use Gyro's bubble gum gun to zap the walls. On the section with the large ghost you'll come across an indestructible pink brick. Jump on it to get to the next part of the level.

THE INDIAN MAZE

The Maharaja has offered you a Sphinx tear if you can defeat the tiger. Beating it isn't the problem though, finding it is. There are many routes through the maze, and here's the quickest.

Room 1 - Drop down the left side of the screen and take the second door

Room 5 - Take the first door (the one above the chicken).

Room 4 - Shoot the snake charmer and climb up the right wall. Go through the first door.

Room 2 - Go left and jump over the first door. Climb the wall and take the first door you come across.

Room 6 - Ignore the first few doors. Waddle right until you get to get to a passage. Halfway down there's a a hole in the ceiling, which leads to the exit.

EGYPT

Use the Sphinx's tear to open the door. There's a secret passage in the ceiling above the ladder which is by the spikes. Use the plungers to climb up. Apart from giving you some bonuses, this route also cuts out a tough part of the level. Climb up the chamber's left wall to find another ceiling-passage.

Keep going right, and when you get to the chamber with the four icons in the floor, you have to jump off of them in this order: sun (left block), moon (right block) and star (next to the moon) this stops the ceiling descending and turning Donald into Duck pate, (this was the most common enquiry we had, and if anyone had bothered to read the letter that Goofy gave you you'd have found the solution). Get the staff of Ra and you're ready to go to the Long Ship.

THE LONGSHIP

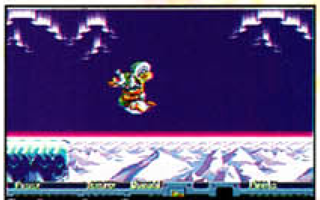
Keep going until you reach the pulleys. There's an extra life on the rope just past the bottom one. Take the lower pulley and you should transported pretty near to the captain. To get the trap door key go to the south pole and you'll find it encased in a block of ice. Stand over it and use the staff of Ra to melt the ice.

Once inside the ship you'll come to a seemingly impassible wall of barrels. Jump up and push in the direction of the wall and you should enter a hidden passage. If you do this on the left side you'll find some cash bags. Go through the door to find the Ghost Boss.

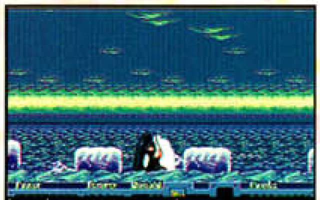
KSHOT

THE SOUTH POLE

Go to the cliff just past where you found the key, shoot a green plunger at the passing bird and jump up to hitch a lift. Watch out for the killer whales who jump up between the ice blocks. You can fall through the blue blocks at the end of the level. The purple blocks are indestructible, but the blue ones can be destroyed with the bubble gum. The diary is hidden inside a block in the far left of the level.



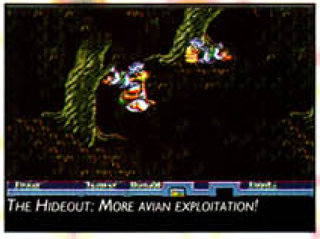
The South Pole: Get a lift from the vulture in the parka!



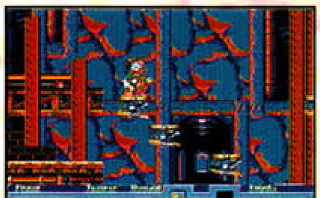
If you're not careful, you'll find yourself being digested by an aggressive sea mammal.

THE HIDEOUT

Use the green plunger to catch a bird so you can cross the chasm. The floating platforms shouldn't cause you too many problems, except for the last one that is, here you have to fire a plunger at the wall and jump on that first, as the distance between platform and solid ground too great for any duck to leap.



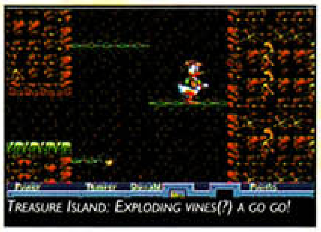
The Hideout: More avian exploitation!



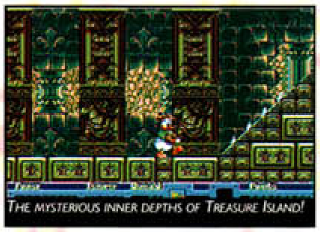
The floating platforms can be tackled with a bit of practice.

TREASURE ISLAND

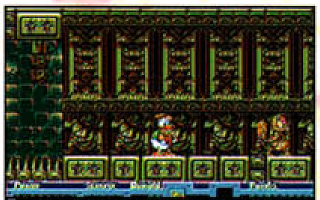
The vines are the main hazard, don't hang on them for too long and the swordsman at the end of the level is a bit of a pig to get past. The jewels are stowed in a statue at the end of the level.



Treasure Island: Exploding vines(?) a go go!



The mysterious inner depths of Treasure Island!



There are stone guards to hinder the progress of unwary adventurers; use the plunger on their feet or heads to stop them.

THE BAD GUYS

THE TIGER

To beat this fat, fire breathing excuse of an animal, fire a plunger at the wall opposite the tiger, jump on it and shoot the tiger's head when he leaps. Should he take to one of the upper platforms, stand underneath him so he can't hit you.

DRACULA

By this time you should have amassed a fair amount of popcorn, this is the place to use it. Wait until Drac opens his cape and releases his bats then fire. You should have no problem beating him.

THE DUCK GANG BOSS

To beat this guy you have to stand on the right-hand platform, fire a shot off at his head, then sprint to the far left of the screen. When the boss comes pile-driving for you, slide past him and repeat the process.

THE VIKING GHOST

Tap the jump button and shoot him in the head. When he re-forms, duck, turn around and do it again. Keep this going and he won't have time to throw his axe at you.

THE SWORDSMAN

Shoot a plunger at the wall and stand on it to avoid the rocks. Jump off and fire on at the swordsman before he recovers his weapon. Nip over to the other side of the screen and do it again. This is the only way to beat him.

Will Harvey presents
The Immortal
© 1991 Will Harvey & Electronic Arts
Licensed by Sega Enterprises Ltd.

BEHOLD! Hyper Technique Zone presents the second half of the mystically excellent playing guide to Electronic Arts' The Immortal. Herein we reveal the step-by-step solutions to levels five, six and seven of the Labyrinth of Eternity AND a guide to finishing the final stage of the game without being incinerated by the dragon. This is the most testing part of the game, but with these tips you have absolutely no excuses for cocking it up.

IMM

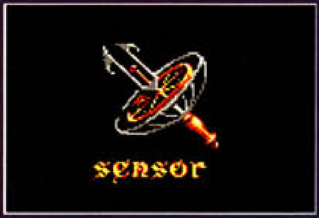
PAR

LEVEL 5

As you climb down the ladder you're greeted by a Goblin, but instead of clobbering you with his mace he invites you next door to meet his chief who gives you a special mission to complete on level seven. There are some nasty Trolls to watch out for later on, but your worst problem is The Worm Room... AAAAAIIIEE!!!

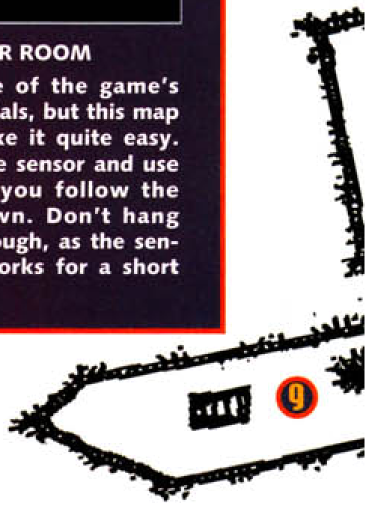
You will find...
1 Flying lizard egg
2 Shrink potion
3 Bottle of water
4 150 gold pieces
5 Fireball spell book
6 A note
7 Worm sensor
8 Door key

STEP 7

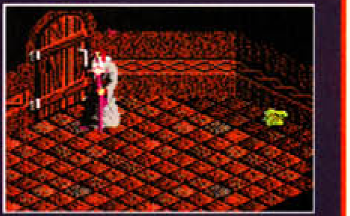


THE SENSOR ROOM

This is one of the game's toughest trials, but this map should make it quite easy. Activate the sensor and use it to help you follow the route shown. Don't hang around, though, as the sensor only works for a short time.



STEP 8



More slime! Hurry through, and as you go the egg you're carrying will hatch. Dodge the slime and when you're in the clear, drop the bait to attract the new-born flying lizard. When it has landed, pick up the bait again and head for the triangle at the end of the room. Drop the bait on the centre and the lizard will land there, opening the way down to the next room.

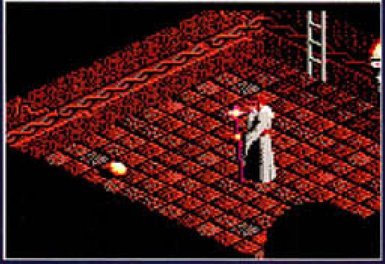
STEP 9

Have a rest then go down the ladder and finish the level!

THE ORTAL

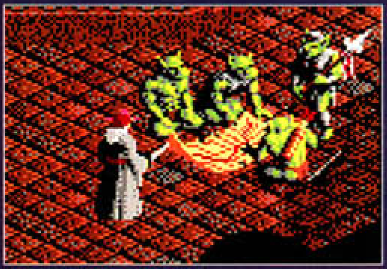
T TWO

STEP 1



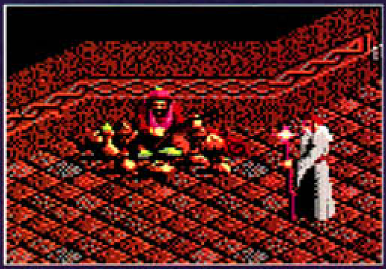
After the Goblin's spoken to you, grab the egg and leave.

STEP 2

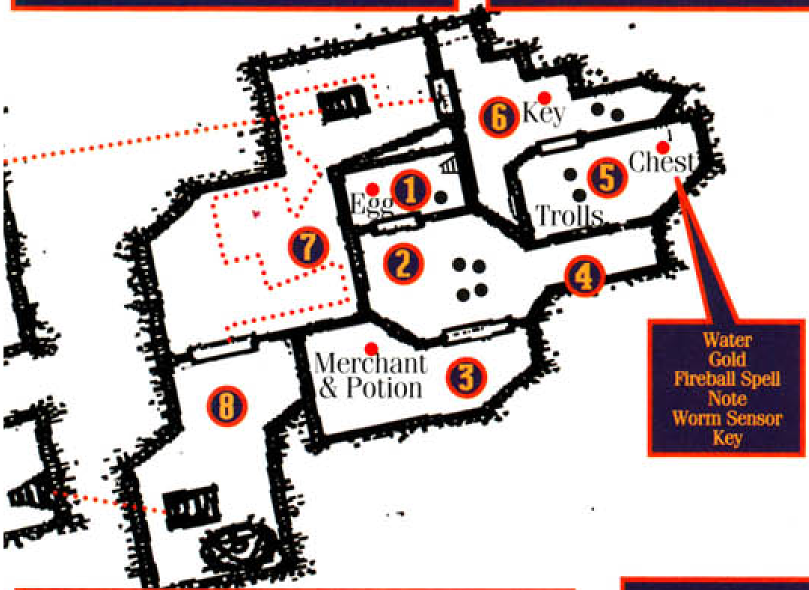


Talk to the Goblin chief, then go through the door at the bottom.

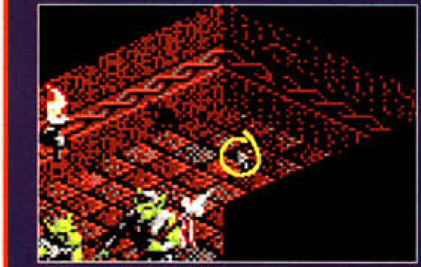
STEP 3



Buy the potion from the merchant and go back through the door.

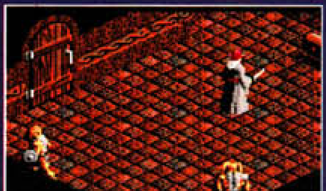

6 Key
5 Chest
Trolls
Egg 1
7
2
4
Merchant & Potion 3
8
Water
Gold
Fireball Spell
Note
Worm Sensor
Key

STEP 4



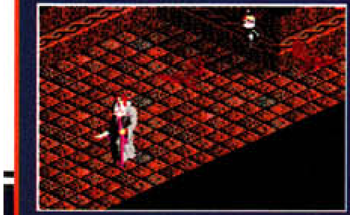
When you return, go to the hole in the wall at the top right, drink the Shrink potion and go through.

STEP 5



Dodge around the Trolls to the chest while you're still a mini-wizard. When you're back to full size, open it and get the gold, the bottle, the note and the sensor. Drink the water from the bottle as soon as possible, as this counteracts the strength-sapping side effects of the shrink potion. You will have to fight at least one Troll before you leave, but they're both easy anyway. Exit at speed.

STEP 6



Read the spell book and fireball the two flying lizards. One holds a key for the door on the left.

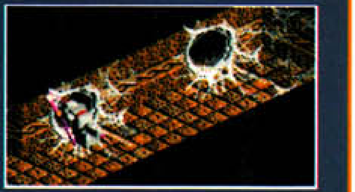
LEVEL SIX

Venomous spiders (big ones) inhabit level six and cobwebs and egg-sacs are all over the place. The toughest bit in this part of the labyrinth is the Hall of Webs in which many an adventurer has met his doom. Get through it alive and the level is as good as beaten.

You will find...

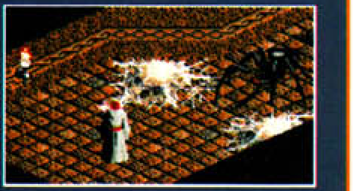
1 80 gold pieces
2 Bottle of alcohol
3 Levitation spell

STEP 1



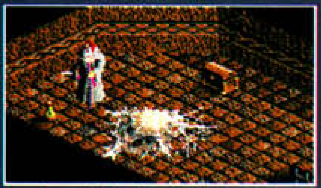
Go up to the two holes and when the spider's legs appear in one hole, go through the other one. The wizard pauses before he enters but keep the joypad held down and he'll crawl through.

STEP 2

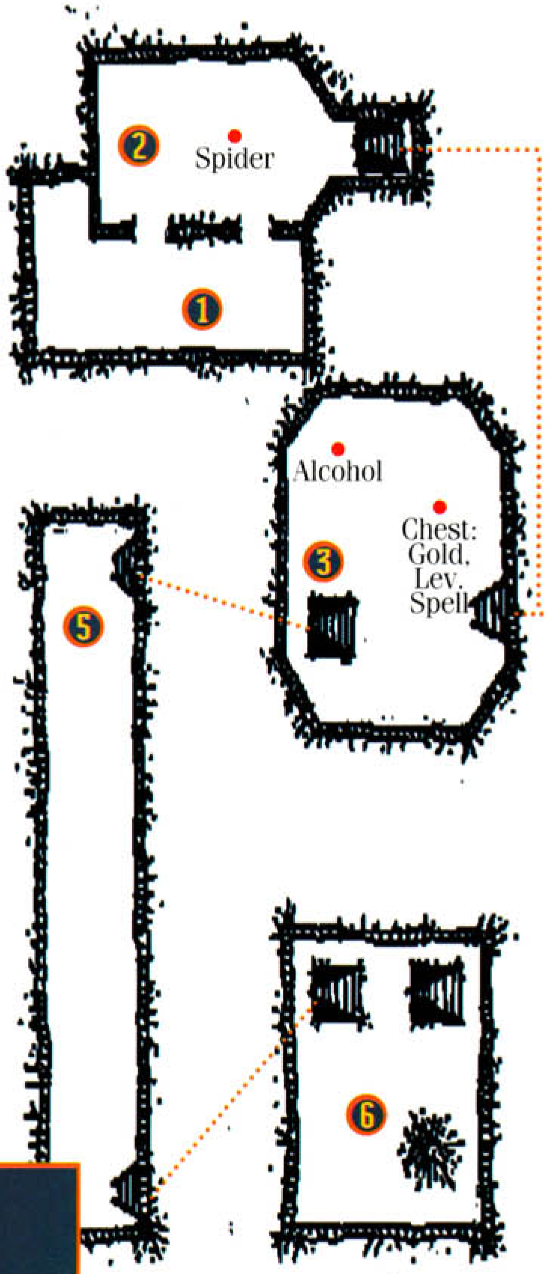


Don't go near the egg sacs! Instead, walk around in front of the big spider and when it rears up run away or you'll be webbed! As soon as it has fired, run back at it and attack. Once it's dead, go towards the ladder on the right and exit.

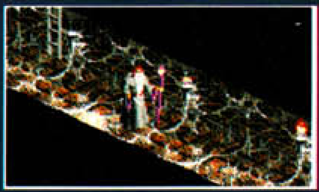
STEP 3



Again, keep away from the egg sacs, and don't try to open the chest until you've picked up the bottle of alcohol. Don't drink it, pour it over the chest to kill the creepy-crawlies inside, then you can open it up to collect the gold and a levitation spell. Go down.



STEP 4



THE HALL OF WEBS

This is a bitch. Activate the levitation spell as soon as you climb off the ladder and head down the right-hand side of the corridor, dodging around the large white balls which contain the ravenous baby spiders. Inertia makes the wizard difficult to control, so take it easy on the joypad and take your time. When you reach the end of the hall, climb up that ladder to get the hell out.

STEP 5

Take a rest then leave through the trapdoor.

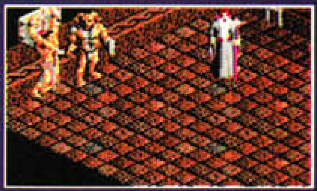
LEVEL SEVEN

Aha! Plot revelations a-plenty on this level, plus you get to meet the mysterious Dunric and the Norlac which is the monster the Goblins want you to get rid of. This is tricky!

You'll find...

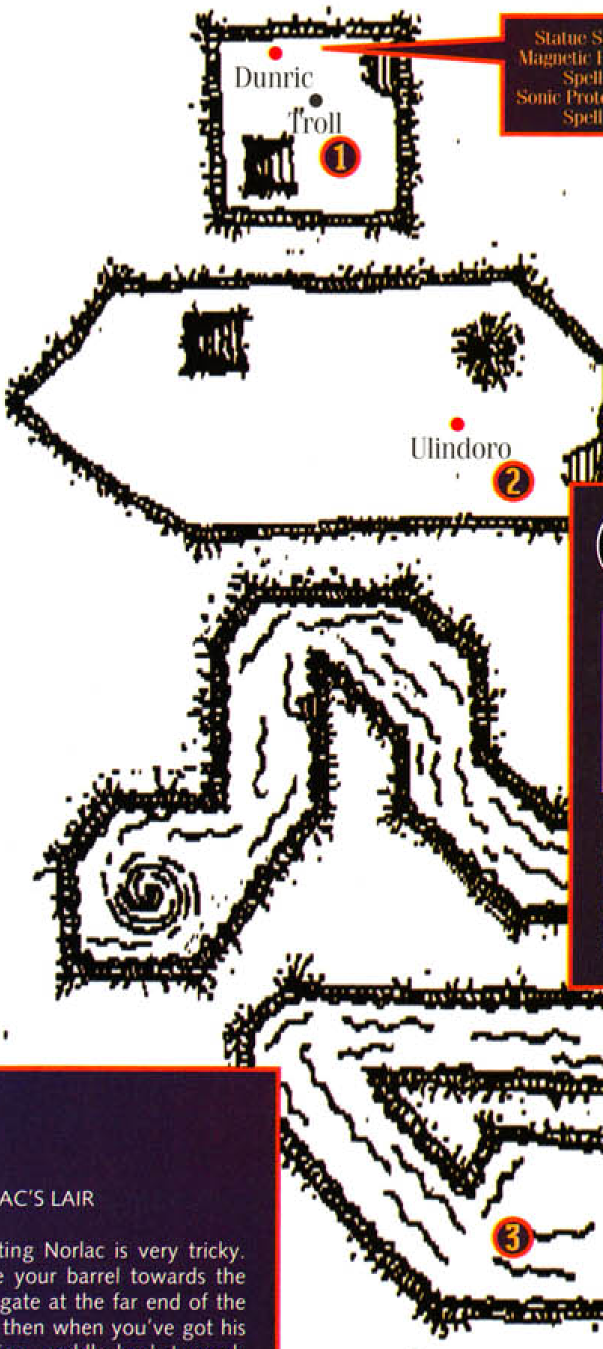
1 Statue spellbook (six uses)
2 Magnetic hands spell
3 Sonic protection spell

STEP 1



Kill the troll, then talk to the dying Dunric. Give him his ring and he'll give you three spells which you'll need at the end of the game.

Mordamir's orders



STEP 2

Well, if it isn't Ulindor, and he's not so friendly this time. He's not much of a fighter, though, and once you've beaten him you can have a rest before going down the trapdoor.

STEP 3

NORLAC'S LAIR

Defeating Norlac is very tricky. Paddle your barrel towards the sluice gate at the far end of the canal, then when you've got his attention, paddle back towards the whirlpool as fast as you can. Take the corners as tightly as possible, but if you hit the wall once, he's got you. To destroy Norlac, you have to lead him into the whirlpool by actually going down yourself! Luckily the wizard is waterproof and the whirlpool is also the exit to the next level. Hurrah!

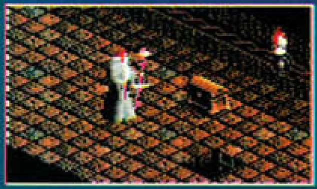
LEVEL EIGHT

The last level!

You'll find...

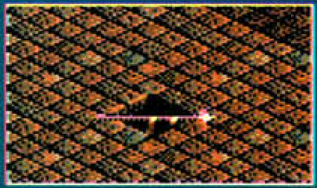
1 50 gold pieces
2 Fire protection spell
3 Blink spell (6 uses)

STEP 1

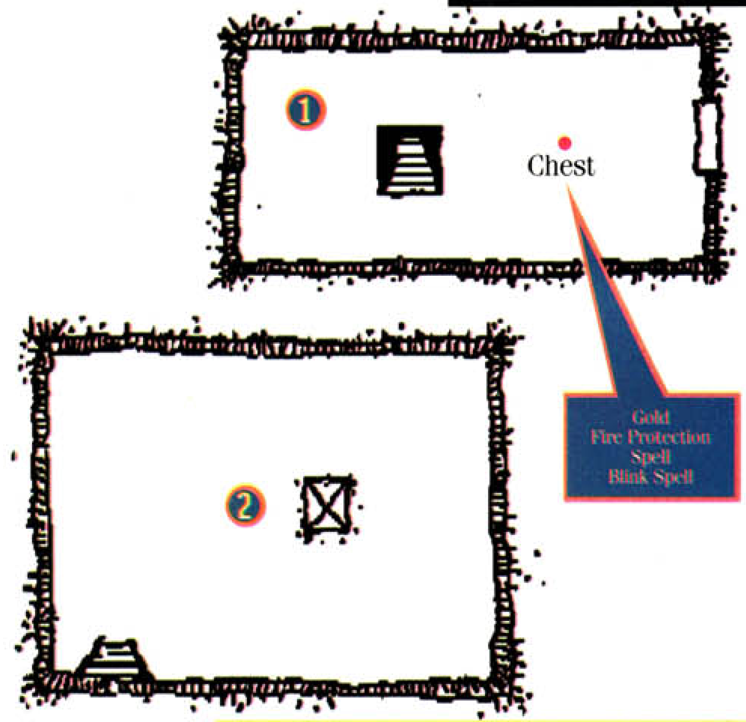


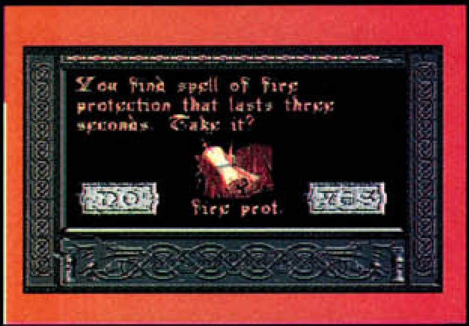
Open the chest and get everything, then down the ladder you go.

STEP 2

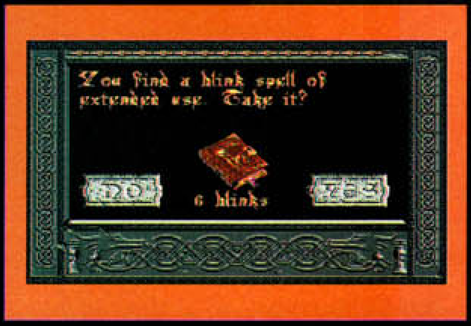


Walk to the centre of the room and wait for the floor to give way.



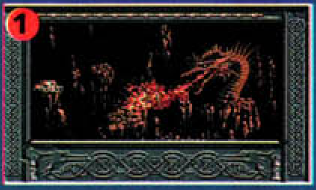


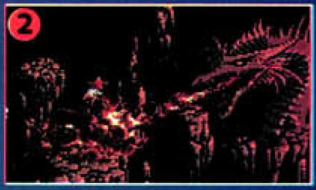
You find spell of fire protection that lasts three seconds. Take it?

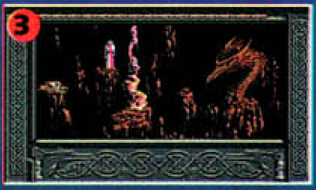


You find a blink spell of extended use. Take it?

STEP 3







① Here he is! Mr Dragon! Select blink spells straight away then, when the dragon is about to incinerate you (you'll know because his head goes back), press A and you'll disappear, avoiding the flames. You have to do this six times, but concentrate, because the dragon sometimes pauses between breaths just to try to catch you out.

② After six breaths, the dragon pauses again. Its head goes back once (it's inhaling for a really big flame), then when it goes back again quickly select the fire protection spell. It's vital you time this right because the spell only lasts three seconds. If you survive hold up the amulet (don't read the runes).

③ Mordamir appears and speaks to you. As soon as he's said his piece, select the statue spell. The second his lightning bolt leaves the top of the screen, press A and it won't harm you. Mordamir fires three of these, and after the third one you must select sonic protection immediately. After this, reselect the statue spell to protect yourself from the next two lightning bolts and the Grim Reaper, and when Mordamir grabs the amulet, cast the magnetic hands spell to get it back. Now watch him get his just desserts...

If you've got a problem and no one else can help, write to us and we'll apply our joint God-like geniuses to come up with the answer (if there is one). This month we've an absolute deluge of dilemmas, the best of which we've put into print. There's even a few we couldn't answer! So if you need a hand or think you can lend one to help someone else out of their quandary, send your letter to Helpline, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU.

SWORD OF VERMILLION

Arise, brave warrior! Our

MAKE SURE YOU ENTER THE FINAL ENCOUNTER WITH MAXIMUM HIT POINTS AND THE BEST WEAPONS.

When I meet and defeat the final demon, a double headed monster appears through the floor. It throws up an energy barrier when I move in to thrash it, and kills me every time. How do I beat it. I've the best weapons, and I'm coming close to busting the cartridge out of sheer frustration as it has taken months of work to get this far.
MIKE CROWHURST, HULL

OK, first make sure your hit points are at maximum. Keep your distance and wait until the head that shoots at you touches the ground, then hit it. Repeat this and you should come out on tops, although you will lose quite a few hit points.

AXIS FZ

Are there any cheats for this game? I got it as a Christmas present, and I've been struggling to get anywhere since then.
ANDREW BROWN, DORSET

Call up the configure screen and set the A button for option, B for select and C for hand. Exit the screen and press Reset straight away. Let the demo run until level five and you should be able to control the robot from there.

DICK TRACY

I'm having loads of trouble with this game. I can't get past the sewer level. Please print a cheat!
PHILLIP DAVIDSON, SALE

Sorry Phil, but to the best or our knowledge there is no cheat. Anyone want to try and prove us wrong?

OKAY, BROW! TALK!
IT'S LIPS MANLIS. HE SENT ME AFTER BIG BOY'S NITRO!

IS THERE A CHEAT? IF YOU KNOW ONE TELL US.

ASSAULT SUIT LEYNOS

YOU'LL NEED TWO CONTROLLERS TO GET THIS CHEAT WORKING

I can't defeat the third guardian which has the magic arm. I can take his life right down, but he just will not die. Please tell me how to overcome it.
CHUN-WAI YUN, LONDON

Off the top of our heads we can't remember how to trash that guy, but maybe these cheats will help you find the answer yourself. To become invincible, press start on the second controller when the game begins, or to get all the weapons you have to score exactly 2800 points on level one. Do this by shooting only the boss.

PHANTASY STAR III

ANYONE GOT A TIP FOR THIS GAME?

I'm stuck on Phantasy Star III, and was wondering if you could help me? There's a boat near the village in the Snow World, but I can't find anyone willing to take me for a ride in it, do you know who will?

Also, do you know the location of the precious stone that lets you access the caves in the desert world? Finally, do you know where the weather changer is?
SANDRO ZANCANI, CANTERBURY

Whoops! Here's another one that's got us stumped! To tell you the truth Sandro, we found PS III a bit boring, er, so we, er, don't actually know. Anyone who does, write in to Helpline and we'll print your answer.

GHOULS 'N' GHOSTS

I recently bought this superb game. My problem is that I can't beat the very last guardian. Please could you tell me how to destroy it?
ROSS NEWTON, SPALDING

You really can't beat it? Loki is the last guardian, but he's not exactly the hardest. Well, wait until he lifts his foot, then run underneath him and keep shooting up until he dies. He always fires his lasers directly at you, so stay in the middle and dodge to the side when he fires. Now that he's dead you can go all through the game and beat him again to complete it!

AIR DIVER

COULD THIS BE THE ULTIMATE AIR DIVER CHEAT?

Help! The aliens are running riot over the Earth following my dismal piloting efforts. Do you have any cheats that might help me save the civilised world?
DAVID SPARKS, CHICHESTER

On the mission select screen, place the cursor on a blank piece of the map. Hold down START and press A, B, C, B, A, A, B, C, B, A, B. Select the area you want to liberate by pressing A to meet the fighter ace, B to attack the super carrier, C to meet the final ship or press Start to be indestructible.

STREETS OF RAGE

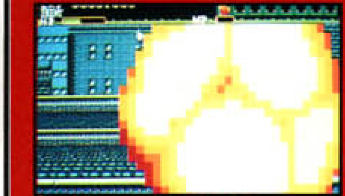
WHAT DO YOU WANT TO JOIN THE BAD GUYS FOR?

Is it possible to join the Crime Syndicate in Streets Of Rage? If so, how do you do it? Lastly, are there any cheats or level selects?
JAMES CARNABY, BRISTOL

Easy! When Mr Big asks you to become his right hand man, say yes and he'll send you back to the middle of level six. Now all you have to do is fight your way through to the end of the game and you'll become the crime lord of the city. This is also the best way to rack-up a massive score.

EL VIENTO

I'm having trouble beating Bubbles, the level four boss. Do you have any cheats or tips which would help me beat him.
STANLEY SUNG, BALLYMENA


BOOM! ANOTHER ONE BITES THE DUST.

Yes! The problem here is that the boomerangs actually get caught in the bubbles so they don't even reach the boss unless you use another weapon as well. MEAN MACHINES' hero Gary Harrod manages it by powering up an energy wave to clear away the bubbles, then quickly hitting the blob with the boomerangs. By the way, did you know that El Viento is Spanish for The Tornado?

SPIDERMAN

DUCK WHEN VENOM LEAPS THEN WEB HIM

I recently bought Spiderman for my Megadrive, and my problem is that once I have beaten the Hobgoblin, Venom appears and kicks my butt. Pease, please, please can you tell be how to beat him?
RICHARD CHISOLM, WESTON-SUPER-MARE

Venom fights exactly the same way in the city as he did in the park. Stay on the ground, duck under his jumps, then stand up and web him. Using these tactics you should be able to beat him without losing too much energy.

ARROW FLASH

YOU CAN USE THE CHEAT IF YOU CAN SURVIVE THE DEMO.

I know that his game isn't much cop, but I own a copy and I'm having plenty of problems with. Have you got any cheats?
ROGER BARTON, HULL

Certainly. Call up the options screen and set your Arrow Flash to charge. Watch all of the demo (dull, we know, but do it anyway). When the title screen comes up the Arrow Flash should have changed from charged to stocked, which means you can use it for longer.

INSECTOR X

WOULDN'T A CAN OF FLY SPRAY BE BETTER.

I'm having all sorts of problems getting off the jungle level in Insector X. I can get to the boss but he beats me every time. Do you have any cheats or tips?
ALF BANKS, NEWCASTLE

How does infinite credits grab you? When you get the 'press start to continue' message push the control pad up-left then hit the C button as fast as possible. This should earn you mucho cred-

CURSE

SORRY, NO INFINITE LIVES CHEAT.

Are there any infinite cheats for this game? I really like it, but it's just too difficult for me.
PAUL FLEET, WATFORD

There isn't an infinite lives cheat, but there is a configuration mode. To access it reset the machine and hold down A and Start. Easy eh?

AFTERBURNER II

I think Afterburner II is an absolutely brill game, but I can't get past level thirteen. Please can you print a cheat for infinite lives or a level skip?
ANTHONY WINGROVE, SOUTHAMPTON

You want a level skip? You got it! All you have to do is hold down A, B, C and start. When the carrier appears you can select your starting level by pressing left and right on the control pad.

WANTED: HELPLINE HEROES

As we struggled to get past the sacks of Helpline mail which were blocking the door of the MegaTech office, it occurred to us that maybe it would be a good idea if some of you lot did some helping out, too. So what we want are some highly-skilled volunteers who know their Megadrive games like the back of their hand and are willing to help out lesser players. Each month, we will be printing the names and addresses of those valiant volunteers, along with the games they've completed, so that players who are stuck can write direct to the experts for help (enclosing a stamped, addressed envelope of course).

If you want to earn the adulation of your fellows by becoming one of these Helpline Heroes, send in your name and address, along with a list of all the games you've completed and feel you could give advice on to HELPLINE HEROES, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

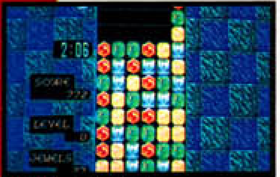
HYPER PLAYERS

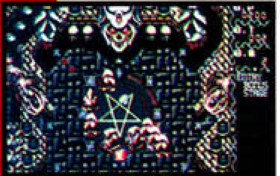
If you reckon you're a good games player, now's the time to prove it. Here's a rundown of the top scores from the top players. See any you can beat? Send your achievements into Hyperplayers to earn international respect, and many a challenge to your feat.

After this month we're only interested in scores you've achieved on one credit, so forget about using continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard or sealed envelope to HYPERPLAYERS, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Remember, we know most games and the scores that are possible on them, so no cheating!

FTERBURNER – 27,861,520

BATMAN – 481,700


COLUMNS – 52,064,674


DEVIL CRASH – 999,999,980

FLICKY – 1,131,500

HELLFIRE – 10,947,090

KLAX – 7,646,474

PGA TOUR GOLF – 59 STROKES (BEST 18)

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALTERED BEAST
3,742,900
Steven Burge, Fakenham

BATMAN
481,700
David Park, Gateshead

BATTLE SQUADRON
8,900,000
Julian Rignall, Megatech

BUDOKAN
Finished on one life
Jim Graham, Stevenage

COLUMNS
52,064,674
James Sturgeon, Stoke

DARIUS 2
6,226,440 (three credits used)
Shaun Sumner, Wigan

DESERT STRIKE
2,480,000
Julian Rignall, Megatech

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280 (no credits used)
Bob Payne, West Bromwich

ESWAT
190,100
Calum Craig, Ayr

FANTASIA
10,576,500 (hardest level)
Dan Towes, Gillingham

FLICKY
1,131,500 (seven credits used)
Kevin Gaffar, Chelmsford

970,00 (one credit)
Julian Rignall, Megatech

FORGOTTEN WORLDS
1,845,200
Rober Golden, Lymington

GHOSTBUSTERS
15,639,000
Wayne Lockwood,
Boroughbridge

GHOULS 'N' GHOSTS
912,300
Daniel Sullivan, Coventry

GOLDEN AXE
377.0 (two credits used)
Paul Meldrum, North Shields

HARD DRIVIN'
127,704
Paul Glancey, Megatech

HELLFIRE
10,947,090
Asif Akhtar, Wimbledon

JAMES BUSTER DOUGLAS BOXING
4,244,240 (No credits used)
Steve Hillson, Dukinfield

JOHN MADDEN'S FOOTBALL
Minesotta 219 - New England 0
(one hour game)
Edward Dunkley, Exeter

KLAX
7,646,474 (import version)
Sharon Mitchell, Ealing

LAKERS VS CELTICS
Complete without defeat
Aaron Pearson, Forth

MARBLE MADNESS
67,610
Paul Glancey, Megatech

MERCS
745,500 (Original mode, no credits used)
Scott Adcock, Birmingham

MICKEY MOUSE
385,900 (completed with one life)
Dan Towed, Gillingham

MOONWALKER
464,970
Paul Meldrum, North Shields

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OUTRUN
12,714,480 (Hyper with no credits used)
Tom Draycott, Bushey

PGA TOUR GOLF
273 strokes (Best 72)
Alex Panteli, Honchurch

55 Strokes (Best 18, Sawgrass)
Robert Ingram, Hounslow

PITFIGHTER
1,638,890 (no credits used)
Bob Payne, West Bromwich

POPULOUS
188,350
Niall Urquhart, Purley

RAIDEN TRAD
1,611,309
Robert Ingram, Hounslow

RAMBO III
9,730,000
Christopher Oakes, Stoke-on-Trent

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROAD RASH
$66,880
Richard Wakefield, Brandon

ROBOCOD
4,117,760
Richard Bently, Keighly

ROLLING THUNDER 2
764,490 (no credits used and ten men left)
Bob Payne, West Bromwich

SHADOW DANCER
1,010,600
Jim Graham, Stevenage

1,080,300 (two credits used)
Mark Hogg, Burton-on-Trent

SONIC THE HEDGEHOG
5,460,098
Stuart Morgan, Kegworth

SPACE HARRIER II
27,283,600
Lee Royle, Reading

SPIDERMAN
Completed with 23 hours, 6 minutes, 8 seconds to spare
Mark Andrews, Broadstairs

STREETS OF RAGE
999,9905
Radion Automatic, Mean Machines

STRIDER
140,200
Wayne Lockwood, Boroughbridge

SUPER HANG-ON
Expert: 90,892,640
Stuart Morgan, Kegworth

SUPER MONACO GP
5,227 Driver's Points
Stuart Morgan, Kegworth

TETRIS
18,077 (167 lines)
Calum Craig, Ayr

THUNDERFORCE II
2,612,010 (no credits used)
Asif Akhtar, Wimbledon

THUNDERFORCE III
6,995,900 (Mania level, six credits used)
Steven Burge, Fakenham

TRUXTON
1,418,180 (six credits)
Richard Scales, Lancing

ULTIMATE TIGER
4,100,000
Robert Ingram, Hounslow

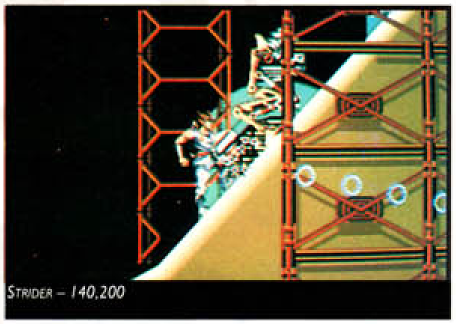
WINTER CHALLENGE
Ski Jump - 102.3m
Paul Glancey, Megatech

Biathlon - 4:48.7
Paul Glancey, Megatech

WORLD CUP 90
15-0 (England v Denmark)
Daniel Adcock, Brimingham

ZOOM
300,679
Stuart Morgan, Kegworth

RAMBO III – 9,730,000



STRIDER – 140,200

THUNDERFORCE III – 6,995,900 (MANIA LEVEL)

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DIFFICULTY SETTING...............
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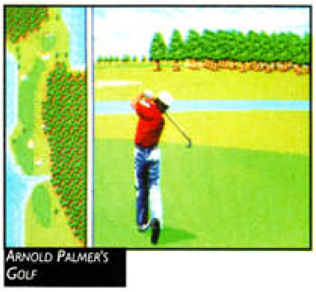
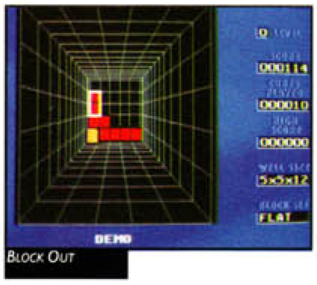
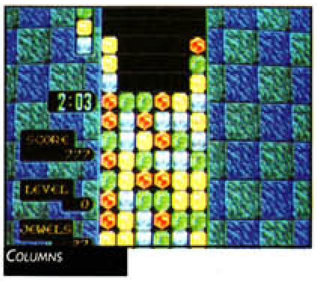
GAME INDEX

688 Attack Sub


Arnold Palmer's Golf

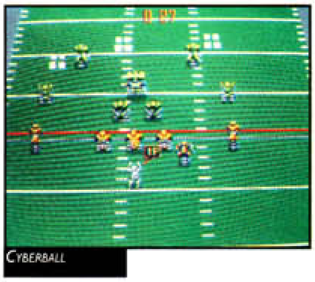

Block Out

Batman


Columns

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"–ho! ho!).
AEROBLASTERS	KENIO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan,
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALTERED BEAST	SEGA	£39.99	65	78	73	72	57	67	"Free" with many official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
ARCUS ODYSSEY	RENOVATION/ UBI-SOFT	£44.99	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSUALT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AXIS FZ	WOLF TEAM	IMPORT	84	85	65	86	80	84	A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BIMINI RUN	NAMCOT	IMPORT	64	45	70	61	42	45	A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a couple of sessions it all becomes rather tedious.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONAZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CENTURION	ELECTRONIC ARTS	£39.99	69	60	62	54	50	52	An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
CRACKDOWN	SEGA	£39.99	81	70	75	78	61	65	Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
CURSE	MICRONET	IMPORT	66	71	69	71	67	70	While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DARK CASTLE	ELECTRONIC ARTS	£34.99	43	47	52	48	35	34	This conversion of an age-old Amiga duffer is an appaling tragedy. The graphics are tiny and badly animated and the game is a real pigs ear to play. Avoid this at all costs.
DARWIN 4081	DATA EAST	IMPORT	78	81	74	77	67	74	A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy. It's fun for a while, but there's nothing new.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACEY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DINLOAND	WOLF TEAM	IMPORT	60	57	73	55	53	53	A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	94	93	94	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages. There's an official version coming soon from Ubi-Soft.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
FAERY TALE ADVENTURE	ELECTRONIC ARTS	£39.99	56	43	69	50	47	49	A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.


CYBERBALL

BONUS STAGE 6
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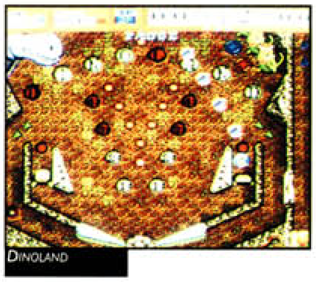
STAGE
DEVIL CRASH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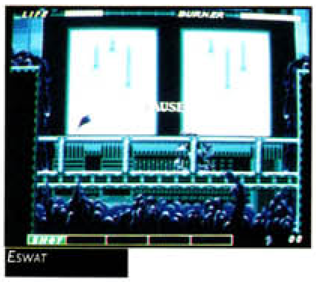

ESWAT

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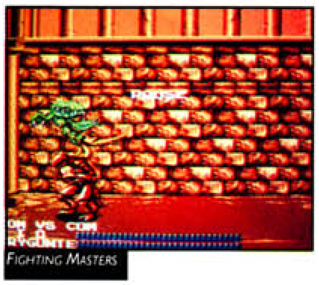
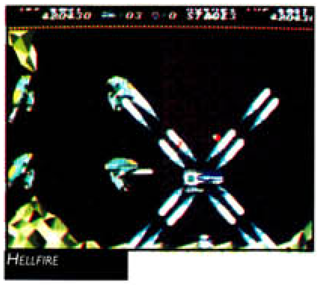

FIGHTING MASTERS

GRANADA X


HELLFIRE

JOE MONTANA SPORTS TALK FOOTBALL

JOHN MADDEN FOOTBALL '92

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIRIES	UBI SOFT	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE	SEGA	£34.99	90	91	90	95	91	94	Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. This is one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.
GRANADA X	UBI-SOFT	£39.99	91	74	79	88	87	86	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here.
GYNOUG	MASIYA	IMPORT	83	95	89	93	89	92	Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blaster available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
HARD DRIVIN'	TENGEN	£34.99	845	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	TOAPLAN	IMPORT	85	84	81	93	89	90	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises , especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for thetacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	91	66	83	85	83	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.,
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.

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GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
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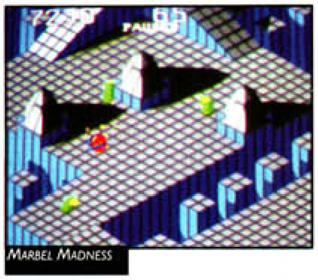
KINGS BOUNTY	ELECTRONIC ARTS	£34.99	70	69	45	72	71	71	A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	IMPORT	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCS	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	90	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
MIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appaling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eeek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.



MARBEL MADNESS

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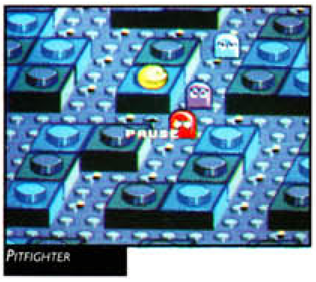
HAHA! You'll NEVER CATCH ME!

MOONWALKER

PHANTASY STAR III



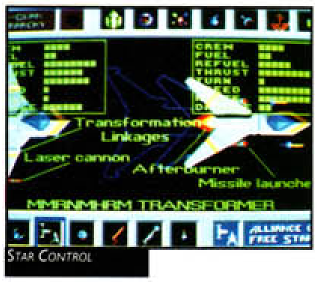
PITFIGHTER

GAME INDEX

Quackshot

Rambo III

Sonic The Hedgehog



Star Control

Streets Of Rage

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must by if you own the appropriate machine.
SHINING IN THE DARKNESS	SEGA	£49.99	86	82	80	70	73	72	A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
SOL FEACE	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPACE HARRIER II	SEGA	£39.99	73	82	80	79	71	76	Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. However, the gameplay gets pretty dull after a while due to the lack of variety. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREET SMARK	SEGA	£39.99	75	80	66	68	41	55	A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are nigh on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER MONACO GP	SEGA	£34.99	90	90	78	96	91	94	This incredible race game is a superb conversion of the brilliant coin-op It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

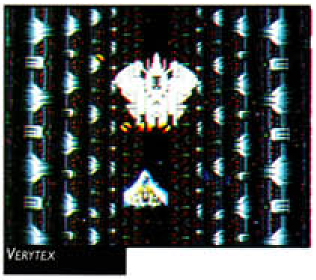
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TECHNOCOP	RAZOR SOFT	£39.99	60	66	54	52	43	49	A grotesque drive-and-shoot game which, mystifyingly, won awards in the USA. After driving to crime scenes in a very ropey 3D road bit, you enter bland warehouses packed with criminals who have to be blasted into quivering red heaps. Boring to play and ugly too.
THUNDERFORCE 2	SEGA	£34.99	80	82	88	83	76	81	Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARLS	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladitorial style contest.The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TORA TORA TORA	TOAPLAN	IMPORT	75	61	57	67	48	59	This is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark), and although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLDAE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WONDER BOY III	SEGA	£39.99	67	71	72	70	38	47	Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
WORLD CUP ITALIA '90	SEGA	£39.99	65	78	71	77	59	64	The one and only soccer game on the Megadrive... but it's not particularly brilliant and is very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

GAME INDEX

SWORD OF SODAN

TECHNOCOP

THUNDERFORCE III


VERYTEX

Strokes left

ZANY GOLF

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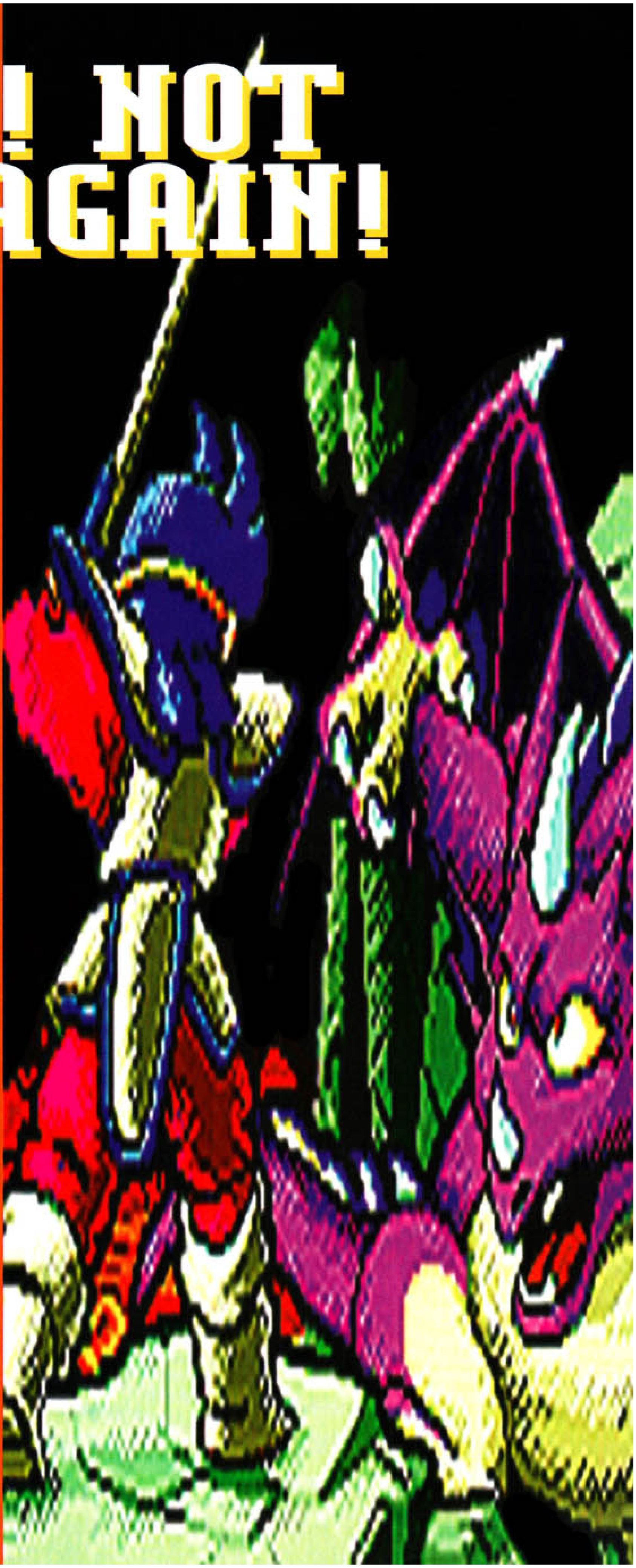
AIIEEE! NOT THAT AGAIN!

Yes! We'll be back next month with another tortuously excellent issue. You can expect to be subjected to a barrage of the latest reviews including Wani Wani World, Turbo Outrun, Kid Chameleon, Alisia Dragoon and Wonderboy in Monsterland.

You'll be **flayed** alive with another massive, hob-nail studded Technique Zone, the essential cheats guide. We'll throw you into a pit with our **ravenous** news section and its monster gossip columns. You can expect to be **slow-roasted** over the game index, then lightly **basted** with the Helpline before being served up on a base of pickled Game Index.

As for seconds, well, everything else is a little cloudy at the moment as we forget to pay the rent on our crystal ball, and it's been disconnected. So you're just going to have to buy Megatech 4. Aren't you?

April issue out March 20th, price £1.95.



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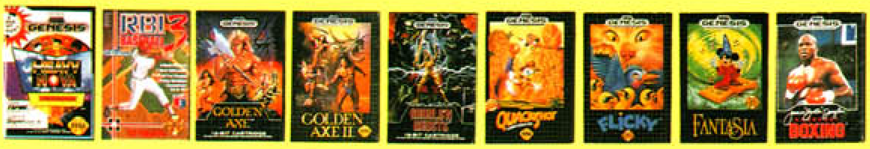

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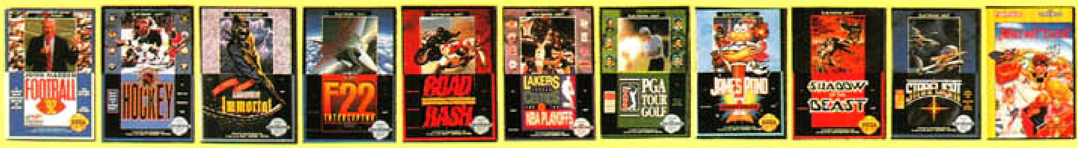

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